



CENTIPEDE™

Prima's Official Strategy Guide



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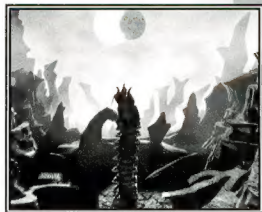
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CENTIPEDES, SPIDERO, AND FLEAS, OH MY!

The '80s was the decade of the video arcade. Video game machines began turning up everywhere, from pizza parlors to convenience stores to bus stations. The early part of the decade saw the release of some incredible games that were destined to become classics. Players could pilot spaceships and blast asteroids, fire lasers at invaders from space, and even control a little yellow round guy as he gobbled up dots. Then there was a game that was a bit different. Instead of a joystick, this game had a trackball. The player would roll it with the palm of his or her hand to guide a little shooter back and forth across the bottom of the screen. This was done while hitting a fire button with the other hand.



Instead of blasting aliens, the shooter would fire at bugs in a garden of mushrooms. The game was called *Centipede*.

It may date me. But I'll admit to spending some time, and money from my paper route, in the arcade cleansing the world of insects. At first the trackball was a novelty, and it took some practice to get used to it. But the game grew on you. Players would be mesmerized as they tried to pick off all the individual segments of the centipedes, which came crawling down the screen at a progressively faster pace. You also had to be alert for spiders which could jump out at your shooter from behind with little warning. *Centipede* quickly became one of the classic video games of all time.

Now in 1998, over a decade and a half since its original release, the bugs are back. Instead of appearing at the arcade, *Centipede* will be on a television screen or a computer monitor. While it still has the two-dimensional classic game, times have changed. Another dimension and some awesome graphics have been added. And you can now take control of a new and improved shooter that can move all over the screen and even jump up into the air. Even the basic single-shot laser can be supplemented with weapons of great firepower and destruction. However, the bugs have also evolved. The insects of the past have been augmented into new and deadly creatures. This job requires a hero. Are you up to it?

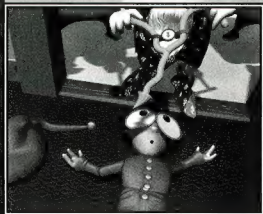
HOW TO USE THIS BOOK

The purpose of this book is to help you become a first class centipede killer. It is a strategy guide because it lets you know what must be done to win the game, and how you should go about doing it. Instead of making the game easier by using cheats, it will assist you in becoming a better player.

This book begins with the basics of controlling the shooter and its arsenal of power-ups in Chapter 1. It also covers the various insects you will face in your quest. Chapter 2 begins the walkthrough of the Adventure game with the garden land of Weedom. Chapter 3 continues by taking you through the cold and icy land of Frostonia. You must then go into the depths of the mines in Infernum to protect the Star Crystal extraction operation. Chapter 4 will let you know how best to tackle this hot and dangerous land. Chapter 5 follows the centipedes into the plane of existence known as Enigma. Then, Chapter 6 will help you to eliminate the bugs once and for all as you take the battle to the home of the Queen Centipede in Evile. Finally, Chapter 7 gives you some tips for the multiplayer game, where you not only compete against bugs, but also another player in another shooter.

The strategies and tactics contained in this book are not meant to be all-inclusive. There can be other ways to win the game. However, the methods presented herein are tried and proven. You are encouraged not only to learn these tactics, but to develop your own as well and create your own style of play.

Okay, that's enough for now. Let's go kill some bugs!



BASICS IN BUG EXTERMINATION

THE SHOOTER

The Wee Leaders have chosen you to be the centipede hero for this century. All you have to do is eliminate hundreds of blood-thirsty insects, bent on destroying you and the Wee World as you know it. However, you are not totally on your own. To help in this battle, Wee scientists, engineers, and technicians have labored hard to create the ultimate in extermination—the shooter:



This single-seat vehicle hovers above the ground, can travel over all types of solid terrain, and can move in all directions. A special jump feature has been added to allow you to move across gaps and up steps. Controlling the shooter is quite easy. The directional pad or arrow keys move it forward and backward, as well as rotates the vehicle to the left and right. You can also move sideways while keeping your weapons pointed in the same direction. Known as strafing, it is accomplished with the buttons on the forward part of your controller or [X] and [Z] on your keyboard.

MANUEVERING THE SHOOTER

To help you defeat the giant bugs, you have been given a weapon known as the shooter. It is important to learn how to maneuver the shooter to its maximum capability. While the shooter does hover above the ground, it cannot fly and cannot hover over water or other non-solid terrain. However, it does have the ability to propel itself into the air for a short amount of time. This jump capability allows the shooter to hop over short gaps and onto ledges or bridges. In order to do this, the shooter must be moving toward the gap or ledge. Then press the jump button just as you get to the edge to lift the shooter up and its momentum will carry it across. You can also combine jumping with shooting. This will allow the shooter to fire its regular laser at flying targets or targets at a higher elevation.

Another great feature of the shooter is the strafe function. This lets you move the shooter to the right or left while maintaining the same heading. This can be used frequently to move the shooter along side of a centipede while blasting it as it moves. Since most bugs will come at you from the same direction as the centipede, it is often a good idea to keep the shooter pointed down screen. However, at times, you may have to turn to take out a spider, beetle or scorpion attacking from the sides or rear.

By combining the strafe and the turn, you can perform a circular strafe where you can strafe around a target in a circle, with the shooter firing at the center of the circle. This is accomplished by turning the shooter in the direction opposite of the strafe. You will have to use this tactic to defeat the giant spider at the end of Enigma. This will take some practice to perfect, so be sure to work on it as you advance through the missions.

A final tactic which comes in handy is the fighting withdrawal. This has your shooter moving backward and away from the target while it continues firing. This is useful against fleas and roaches which hop in a straight line; it gives you more space and time to allow the target to hit the ground where you can shoot at it. When using this tactic, be sure the area behind you is clear of enemies and poisoned mushrooms. Also, do not drop mines while withdrawing or you will destroy yourself.

WEAPONS

The shooter is armed with a single-shot laser cannon. Once you shoot a blast, you cannot shoot again until the blast strikes something or leaves the screen. The shooter has also been designed to upload temporary modifications to the laser, which increase the firepower and capabilities of the laser. In addition, mountings have been installed for carrying limited amounts of disposable weapons such as rockets and mines.

LASER POWER-UPS

As you take part in the adventure game, you will come across items that will make your laser more powerful and deadly. These power-ups can be obtained by shooting flashing mushrooms or picked from crates sent by the Wee Druids. When you move over one of these power-ups, the modifications will be automatically loaded. The downside is that these modifications are only temporary. And you can only have one laser power-up at a time. If you have one and move over another, the first power-up is replaced by the new one. Let's take a look at each of the laser power-ups available to you.



DOUBLE SHOT

With this modification, the shooter can fire two alternating laser beams, giving you twice the firepower. With this power-up, you can really tear into bugs. It works very well against centipedes as they move across your sights.



TRIPLE SHOT

This modification allows the shooter to fire one blast straight ahead while firing two other blasts thirty degrees to both sides of the straight blast. The triple shot lets you tear into centipedes, as well as take out insects and mushrooms. This power-up allows you to take out three times as many enemies.



SIDE SHOT

In many areas, you will be attacked from the sides by scorpions or spiders while you're fighting a centipede to your front. This modification fires one blast straight ahead as well as blasts to the right and left.



GROUND SKIMMER

The ground skimmer is very useful in uneven terrain. It fires three purple blasts straight ahead that will follow the ground up or down. Use this for attacking insects that are at a higher or lower elevation than the shooter, especially on slopes. Standard lasers will fire into the higher ground or over the heads of the targeted bugs.

Tip

You should use caution when using laser power-ups near Wee People. While you may be aiming at a bug ahead of you, one of the side blasts could strike an innocent bystander.



SPRAY SHOT

This modification is a firepower multiplier and works great for killing centipedes as well as clearing an area of mushrooms. It seems to only fire a single laser shot. But when the blast hits a mushroom or bug, it sends out six smaller blasts that shoot out in all directions, striking other nearby targets. Try firing this into a patch of mushrooms filled with insects. It will clear the area in no time.



AIRBORNE SHOT

This modification shoots three blasts straight ahead. However, only one blast travels at ground level while the other two fire up into the sky. This is the only modification that allows you to attack airborne targets with laser power. It is only available in later missions.

DISPOSABLE POWER-UPS

Unlike laser power-ups, disposable power-ups are fired separately from the laser. There is no limit to the different types of these power-ups you can carry at one time. However, you can only carry up to ten shots of each type. There is no time limit to their use. In fact, you could carry them all the way through a mission, as long as you're not killed. Each time you lose a life, you also lose all power-ups. These power-ups are fired using a separate button from the laser.



ROCKET

This is the first disposable power-up to which you have access. Each rocket power-up contains five shots. When you fire a rocket, it flies up into the sky and will home in on any nearby flying insect. It works best when fired at a bug somewhere in front of the shooter.



MISSILE

This power-up is similar to the rocket. Available in the intermediate missions, the missile can be fired at a flying insect near your shooter with greater speed and accuracy than the rocket. However, each power-up contains only four shots.



SUPER MISSILE

Available only in the later missions, the super missile is also used against airborne bugs. But it will track the nearest target with greater speed and accuracy than the standard missile. Each power-up contains only two shots of this weapon.



FLAME THROWER

One of our personal favorites, the flame thrower projects a stream of flame for a short period of time. You can wipe out an entire centipede with one shot by firing this power-up then strafing down the length of the bug. It is also great for taking out several insects that are coming for you at the same time. Each power-up contains five shots.



LOB BOMB

The lob bomb gives you some heavy firepower at various ranges. When lobbing a bomb, the longer you hold down the button, the farther it will travel before exploding. You can also throw bombs down on enemies from a higher elevation or across obstacles. Be careful not to move forward into a bomb's blast after lobbing one. A few carefully tossed bombs will make short work of the bosses at the end of each world. Each power-up contains five shots.



BURST

This is a very useful weapon for close defense. There are many times when a spider or other bug will come at you from the side or from behind. You will often not be able to turn fast enough to shoot it with your lasers. The burst is your solution. It fires several particles out from your shooter in all directions. You can also use it to take out a big chunk of a centipede in a single shot. Each power-up contains five shots.



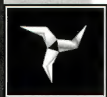
MINE

Mines are one of the more difficult power-ups to use. When you press the button to activate a mine, it places it directly behind the shooter. Anything running into the mine, including the shooter, will set it off and be destroyed. A common mistake is to place a mine as you are attacking an enemy, then back away. Instead, either move to the side and back away from the mine, or turn away from the target and plant mines as you move away. Each power-up contains four mines.



SUPER MINE

This is very similar to the standard mine, except that when it is detonated, it also strikes nearby targets as well. If you place one of these, be sure to get far enough away, so your shooter is not destroyed in the blast. Each power-up contains two of these super mines.



THROWING STAR

This is a very powerful weapon. When you fire a throwing star, it will continue for a distance, taking out everything in its path. Thus you can use it to attack several targets in a line, even shoot through mushrooms. Try positioning the shooter so a centipede is moving directly at it. Fire a throwing star and watch an entire centipede disappear in a single shot. Each power-up contains three shots.

SPECIAL POWER-UPS

Weapons are not the only power-ups you can add to your shooter. These special power-ups allow you to take more damage during your fights.



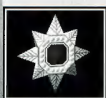
LADYBUG SHIELD

The shooter can carry up to three shields at one time. Each shield will deflect one hit to the shooter from an insect, projectile, or even a poison mushroom. The shield is then lost. The insect coming in contact with the shield is killed in the process. Try to find all the shields you can. They will definitely save lives.



INVULNERABILITY

This power-up renders the shooter invulnerable to all hits for a limited amount of time. When the time is almost up, the shield around the shooter will begin to flash.

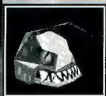


EXTRA LIVES

Throughout your adventures, you will find these yellow and red medallions. Each one will give you an extra life. Be sure to collect all you can. They can often be hidden in secret areas.

THE INSECTS

Centipede contains many different types of insects, all of which are trying to kill you. Each one has its own special attributes, and each requires different tactics to destroy. Let's look at all the types of bug and how best to kill them.



CENTIPEDES

Centipedes are your main enemy in this game. Each centipede consists of a number of sections. These long bugs travel back and forth across an area, turning around and moving one step closer to you each time they run into a mushroom or an edge. You must destroy each segment individually. Every segment destroyed becomes a mushroom. Some will become flashing mushrooms, which produce a power-up when destroyed.

Centipedes can only kill you by contact. They fire no projectiles. They can also destroy Wee structures by running into them. Since the centipedes will always be attracted to the shooter, you can reverse their advance by moving past them, across their path. Each centipede also represents a phase of a mission. When you lose a life, the shooter returns to the last centipede, which was still alive at the time of the kill. If there are a lot of mushrooms in an area, a centipede can advance toward you fairly quickly. Therefore, it is a good idea to take some time to thin out the mushroom patches occasionally.

Tip

A good tactic for killing centipedes is to strafe alongside a centipede in the same direction it is moving. Shoot at each segment as you move, beginning with the rear segment. This will allow you to lay waste to a long bug in a short amount of time.



FLEAS

Fleas are tough little bugs to kill and can be real pests. Their main purpose is to plant mushrooms. They also plant flashing mushrooms. Fleas travel in a straight line, beginning from the side where the centipedes appear, and hopping their way toward the opposite end of the area. A mushroom appears each place they land.

It requires two shots with the standard laser to kill a flea. Fleas are easiest to kill when they are on the ground. However, they can also be killed in midair by jumping and shooting at the same time. The best tactic is to move out of their way. Also be careful when moving around the side of the area where they appear. They can hop down onto your shooter and kill you with no warning at all. If you want to kill a flea, position the shooter right in its path and fire away. Be ready to strafe to one side or the other in case it gets too close. Fleas kill by contact.



SPIDERS

Spiders are the bugs we hate the most. These pesky insects hop around an area and will often come at you from the side or rear. When a spider is near, you will hear a distinctive sound. Take caution as soon as you hear it. Spiders also eat mushrooms, which can be helpful in clearing out an area, but they also eat flashing mushrooms as well as power-ups.

Spiders are easiest to kill when they are on the ground. However, they can also be killed in midair by jumping and shooting at the same time. They will hop back and forth as they approach you, dodging your shots. The best way to take them out is fire at one of the spots where they land rather than constantly tracking their movements.



ENFORCER FLY

This is the first airborne bug you will encounter. It appears in the second mission. The enforcer fly attacks by flying overhead and dropping bombs down on you. It makes a buzzing sound. Let this sound serve as a warning. When you hear it, get ready to move. The bombs also make a whistle as they drop. If you stay in one place during an enforcer fly bombing run, you are dead for sure. They will usually come at you from the side. Therefore, to avoid the bombs, move forward or backward.

Rockets and other surface-to-air power-ups will kill these flies. When you hear them coming, prepare to fire a rocket as soon as they come into sight. Rockets track the enforcer fly best when it is in front of the shooter. However, enforcer flies on the second level can be killed with your primary laser. Just drive the shooter up the slopes to achieve equal height with the enforcer fly. Then let loose with your laser.



SCORPIONS

Scorpions are another bug that move across an area from one side to the other. If you are in their path and they touch the shooter, you lose a life. What makes scorpions an even bigger problem is their ability to poison every mushroom they touch. Poison mushrooms will kill your shooter on contact. In addition, when a centipede touches a poison mushroom, it will stop its back and forth movement and come directly toward you. The best defense against scorpions is to keep an eye out to both sides of the shooter and dodge them. Also, make destroying the poison mushrooms a priority.



MORTAR BUGS

Mortar Bugs are the artillery of the centipede army. These insects can hurl bombs at your shooter as well as Wee structures that you must defend. Killing mortar bugs should be a priority since they can cause so much trouble. It only takes one shot to kill them. Mortar bugs will usually lob a bomb at your current location. Therefore, when you see a bomb coming, move quickly away. Sometimes these bugs will even be able to launch a bomb at you as they are dying.



BORER BUGS

The Queen Centipede has specially bred borer bugs for breaking through barriers such as walls and gates. They can only kill by contact. Borer bugs also can destroy structures. Because of their narrow bodies, borer bugs are difficult to kill when they are coming straight at you. Therefore, it is sometimes a good idea to turn your shooter and fire at them from the side. Their hardened shell, which allows them to drill through stone, also acts as a form of armor. This means it will take a few shots to kill each borer bug. In missions where they appear, borer bugs should be a priority target since they can cause so much destruction.



FREEZER BEETLES

When you arrive in the icy clime of Frostonia, you will meet a new and interesting foe. Freezer beetles have the ability to turn Wee People into blocks of ice. Once this is done, frozen Wees can be thawed with the flame thrower. These insects can move in all directions and will come after you. But freezer beetles can only kill you by contact. Shoot them before they can get you. Freezer beetles have the ability to turn regular mushrooms into ice mushrooms. When these are destroyed, they send out ice shrapnel that kills anything it strikes.



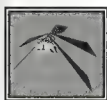
MOSQUITOES

These pesky yellow bloodsucking fliers can be a real pain. They first appear in Frostonia. Unlike the enforcer flies, mosquitoes can only kill by contact. They can also drain the energy from Star Crystals. When they attack, mosquitoes will dive down on you. The best defense is to fire a rocket or other surface-to-air weapons at them. However, if you have none of these, turn and face the mosquito. Then back away from it, firing the whole time. The mosquito must come down to ground level to attack you. By backing away, you position yourself with a shot at the insect during its dive. Mosquitoes make a buzzing sound, so be alert when you hear it and be ready for an attack.



FIRE BEETLES

Once you get to the land of Infernum, you will find yourself facing fire beetles. A relation of the freezer beetle, these insects can launch four fireballs which will kill any nearby thing they hit. While not a threat at a distance, take these bugs out before they get close enough to launch fireballs at your shooter or any Wee People. Fire beetles also have the ability to change mushrooms into fire mushrooms. These will explode into four fireballs when destroyed. Wait until a centipede or other insect approaches a fire mushroom before destroying it. The fireballs it produces will take a chunk out of a centipede and kill other bugs outright.



DRAGONFLIES

Dragonflies are first found in Infernum. As they fly overhead, they will fire a volley of fireballs at you. Dodge these projectiles as best as you can. The only way to kill dragonflies is to fire rockets or other surface-to-air weapons at them. Dragonflies like to patrol narrow areas, such as bridges or platforms over lava, where your ability to move out of the way is limited.



BUTTERFLIES

These pretty looking insects seem to fit right in with the beauty of Enigma. However, do not let their looks fool you. They are still minions of the centipedes. Butterflies will fly around for a bit, then dive down on you. Either shoot them down with rockets or other surface-to-air weapons or move backwards during their dive while firing. You will be able to kill the butterfly when it reaches the lowest part of its dive.



KILLER MUSHROOMS

When you get to Enigma, be ready for a surprise. Those harmless mushrooms may not be so harmless. Killer mushrooms look just like regular mushrooms. However, they will kill you if you touch them. If that isn't bad enough, they also have legs and can come after you. Shoot any moving mushrooms you see, and be careful when moving next to patches of mushrooms.



ROACHES

The murky wasteland of Evile contains a new insect: The roach can be very deadly if you are not careful. Roaches hop like fleas and can only be hit while they are on the ground. It also takes three shots with the standard laser to kill them. Unlike fleas, however, roaches can change direction and come after your shooter. The best way to kill them is to point the shooter at them and fire as you back away from them.

BOSS BUGS

At the very end of each world, the Queen Centipede has sent a large insect to kill you and often destroy Wee structures. These bosses are difficult to kill and usually have a lot of firepower to use against you. As such, each requires some little trick to defeat them since you have little chance of taking them out in a straight shootout.

THE GIANT ANT

In the last mission in Weedon, the giant ant is sent to destroy the Star Crystals and anybody getting in its way. It can fire a stream of projectiles from between its antenna. The best tactic for defeating this boss is to find some obstacle you can hide behind. The arches by the area where you begin the mission are a good choice since the ant cannot get past them. Fire at the ant to lure it over to this area. Then hide behind the arches and dodge its projectiles. When it turns around to move away, dart out and fire several shots at the ant before returning behind the arches. Repeat this procedure several times until the ant is dead.

THE PRAYING MANTIS

The praying mantis has been sent to destroy the talismans and Star Crystals in the last mission in Frostonia. This boss fires projectiles like the ant. It can also fire a homing projectile, which will follow your shooter. It cannot go past the ice arches leading away from the central area. Therefore, use the same type of hit-and-run tactic to kill the praying mantis that you used on the ant. This time, you have bombs available to you. It only takes a few carefully lobbed bombs to kill the praying mantis. The standard laser will also work; it just takes more time.

THE GIANT WASP

At the end of the Infernum missions, you must face the giant wasp while moving about an island sinking into the lava. The giant wasp flies around launching small wasps, as well as stingers, at you. The little wasps travel at ground level and will follow the shooter. You must shoot them before they hit you. When the giant wasp comes into sight, fire all the rockets and missiles you have at it as fast as you can. It only takes a few hits to bring it down.

THE GIANT SPIDER

At the end of the last mission in Enigma, you must battle a giant hairy spider. The giant spider can fire projectiles out of its mouth as well as lob web bombs at you. Each web bomb spawns two little spiders that will also come after you. The key to defeating the giant spider is to get behind it. It will try to turn around and face you. By strafing back and forth while shooting, you will confuse the giant spider and keep it from turning completely around. Also, as long as you keep shooting, it will try to shoot, too. It cannot launch the web bombs while it is shooting. If it is able to turn around, stop shooting and wait for it to stop, too. Then get back behind it again and finish it off.

THE QUEEN PEDE

The last insect you must defeat is the Queen Pede herself. She consists of several segments, each of which must be destroyed individually. The Queen Pede has heavy armor, which your weapons cannot penetrate. However, if you shoot at her, you will cause the rearmost segment to break off and spawn a regular centipede. Kill it off, then fire again at the Queen Pede until another segment is dropped. The Queen Pede can also fire projectiles from her mouth at you. When she starts to do this, stay still, so the projectiles will come in a single stream. At the last second, strafe to one side or the other to avoid the stream. Continue to do this until the Queen Pede stops firing. Once you have destroyed almost all of her segments, the Queen Pede will die.

MUSHROOMS



Centipede is filled with mushrooms. These fungi can be found growing naturally and can also be planted by fleas. You don't receive many points for destroying mushrooms and they require several shots to be eliminated. Spiders eat mushrooms, so if there are mushrooms around, beware of those pests! Mushrooms clutter up the area and decrease the amount of space you have in which to maneuver. Try to clear out mushrooms in your immediate area so you can move the shooter around and dodge enemy attacks. While most mushrooms are pretty similar, there are a few special mushrooms which can be found in the game.



POISONED MUSHROOMS

A mushroom touched by a scorpion becomes poisoned. These are deadly to the touch and will destroy the shooter if it comes in contact with these black mushrooms. Also, when a centipede comes in contact with a poisoned mushroom, it will change its direction and come straight at the shooter. Destroy these mushrooms quickly, especially when they are near your shooter so you don't accidentally run into one.



ICE MUSHROOMS

When a mushroom is frozen by a freezer beetle in *Frostonia*, it becomes an ice mushroom. When destroyed, they explode and send icy shards in all directions, damaging or destroying anything they touch. Fire at ice mushrooms when enemies are near them to cause some extra damage.



STONE MUSHROOMS

These mushrooms are very similar to the standard variety except they can take a lot more damage before being destroyed.



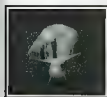
AMBER MUSHROOMS

Found in *Infernium*, amber mushrooms can be very useful. Their shiny surface refracts each of your laser bolts and divides it into two bolts. These new bolts then diverge at an angle from their original path. When an amber mushroom is between you and an enemy, especially a centipede, fire at the mushroom and you will effectively double your firepower.



FIRE MUSHROOMS

A fire mushroom is created when a fire beetle comes in contact with a standard mushroom. Be careful around these. When they are destroyed, they explode into four fireballs. Instead, keep at a distance and attack them as enemies approach these mushrooms. The four fireballs can really damage a centipede.



REFLECTIVE MUSHROOMS

Be careful of these shiny mushrooms in Evile. Shots striking them will bounce off in random directions, including straight back at you!

RUBBER MUSHROOMS

These look just like regular mushrooms. However, just when you think they are nearly destroyed, they will bounce back to life. Rubber mushrooms must be destroyed several times to be finally eliminated. These are found in Enigma.

MULTIPLE MUSHROOMS

Also found in Enigma, multiple mushrooms will blossom into a 3x3 patch of new mushrooms when destroyed.

INVERTED MUSHROOMS

While they look like normal mushrooms, this Enigma variety will grow larger as you shoot at it until it pops and is destroyed.

METALLIC MUSHROOMS

Found in Evile, these mushrooms are similar to ice mushrooms in that they explode into shrapnel when they are destroyed. The metal shards will damage or destroy anything they hit.

PC CONTROL TIPS

If you are playing the PC version of *Centipede*, you have a choice of control methods. You can use the keyboard or the keyboard and mouse together. While that works well, we suggest a game pad controller such as the Microsoft SideWinder® game pad. You can customize the controls from within the game. Our personal preference was to assign strafing to the forward buttons on the sides. We assigned the following functions to these buttons:

Fire Primary Weapon..... A button
Fire Special Weapon B button
Jump..... C button

Next Special Weapon..... X button
Previous Special Weapon..... Y button

There are several different controllers out there. Customize your controller, so it is the most comfortable for you.

WEEDOM

Your first set of missions take you to the land of Weedom. The centipedes, along with their insect allies, have already invaded this land. It is up to you to rescue the citizens of Weedom and to protect their homes from the evil onslaught.

THE FIRST OF FIFTH

The centipedes and their cohorts have razed a number of buildings in our city by the river. Rush in with all speed to save the survivors, and defend the buildings which still stand. The very survival of our people depends on the dexterity of your trigger finger.

Objective

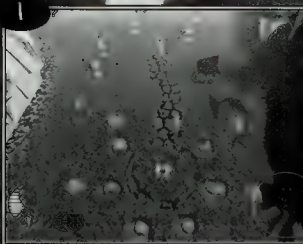
- Rescue Wee People
- Defend houses



Strategy for Victory

Hint

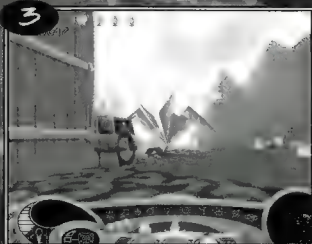
Your shooter is equipped with an automatic magic relocater to help you rescue your brethren. Just bump into them with the shooter, and they'll be teleported to safety.



1 You begin in the lower right corner of the area inside your shooter.

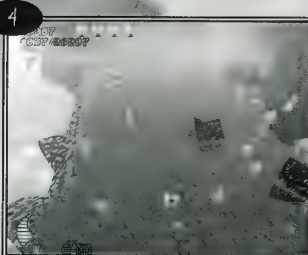


2 Right in front of you is one Wee Person.

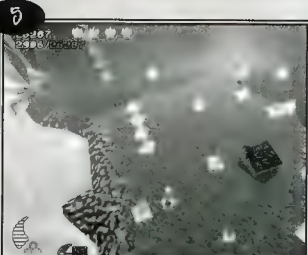


3 Quickly rescue the other three Wee People on this side of the river before they're killed. The bridge will remain raised until you kill all of the centipedes on this bank.

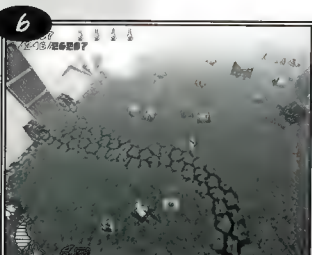
Weedom



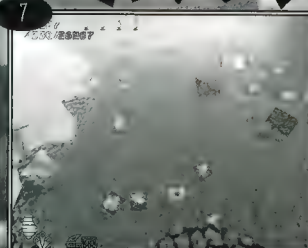
The purple centipede will crawl down the hills in front of you. Move in close to it, but be careful of the spiders hopping about.



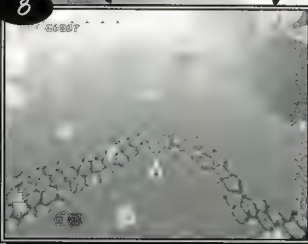
The red centipede comes next. You can stay up close for this one as well. But stay out of the path of the fleas. They move by taking long jumps. You cannot shoot them while they're in the air, so you must wait for them to land and kill them before they jump again. Make sure the shooter is not beneath one of them when they land.



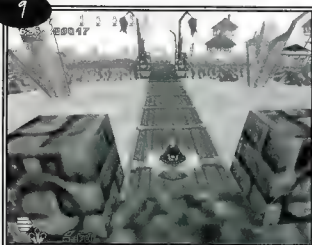
Some of the mushrooms will flash. If you can quickly blow them away with the shooter before they stop flashing, a special weapon or power-up will appear.



You will mostly get the triple shot power-up on this level. Each time you press the trigger, the shooter will fire three shots in a wide arc, allowing you to blow large holes in the yellow centipede.



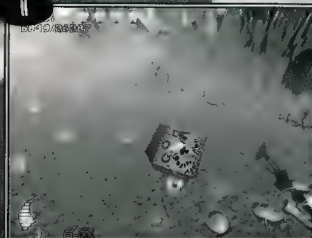
The green centipede is the last one on this side of the river.



After you kill the green centipede, the bridge will lower.

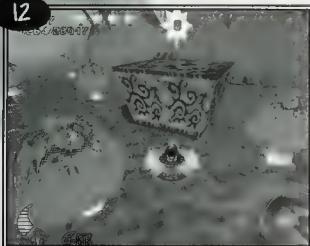


Drive your shooter across to the other side.



Quickly make your way over to the stone cube.

12



Hop up onto it to receive an extra life.

13



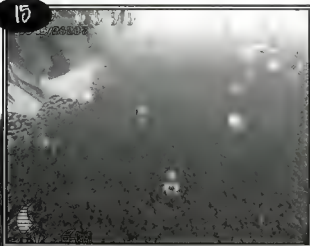
Not only must you rescue three Wee People, but you must also protect the eight houses in town from destruction by the centipedes.

14



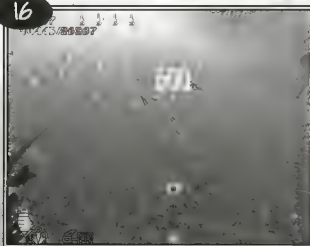
The blue centipede will appear first, at the opposite end of the valley from the town.

15



Next comes a green centipede. You must kill it completely before it can get to the town. If it comes in contact with a house, the house will be destroyed.

16



A purple centipede immediately follows the green. Get as many of the power-ups as possible. They will allow you to make short work of the centipedes and those pesky spiders.

17



Shields will appear on the stone cube. Collect them and then battle the red centipede.

18



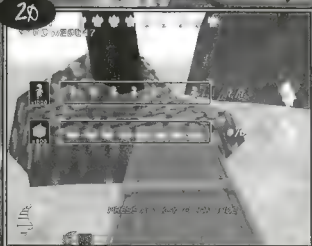
A yellow centipede appears last.

19



When it is dead, drive through town and across the bridge to the tower to end the mission.

20



If you can rescue all seven Wee People or save all eight homes, you will be rewarded with an extra life. And you get two extra lives if you complete both objectives.

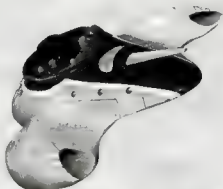
THE CRACK OF DOOM

Our ravine outpost has been surrounded by the centipedes, forcing some of our people to flee the outpost in terror. Fly in and rescue as many of your brethren as possible, dispensing with the centipedes and their minions in short order.

Objective

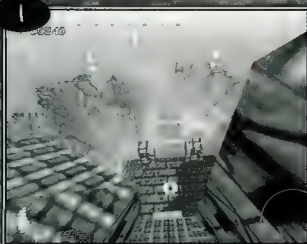
- Rescue Wee People

Strategy for Victory



Hint

Watch the skies for a new winged adversary. You should find some special weaponry located near the outpost which you can use to eliminate this fierce flying foe.



You begin in the center of the map at the outpost.



Cross the bridge and move to the right. An acorn will appear.



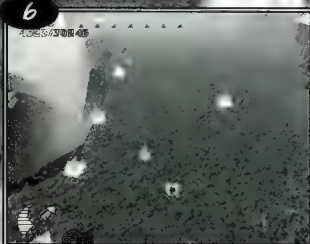
Shoot the acorn, and a rocket will appear. Quickly pick this special weapon up and get to work.



A green centipede will appear at the other end of the area. Take it out, piece by piece.



Beware the enforcer fly that flies overhead. Use the rockets to shoot it down.



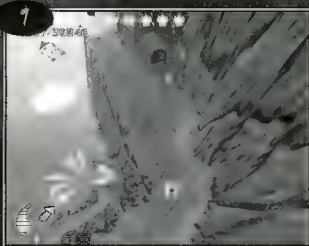
The purple centipede comes next.



The red centipede follows. Try to engage it close to its starting position, but be careful of spiders attacking from behind.



There is a shield located on a flower to the rear of the area. Grab it and do battle with the yellow centipede.



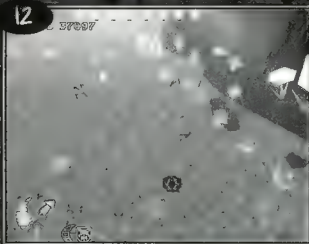
Once the centipede is dead, climb up the ramps to locate some Wee People in need of rescue. You can also pick off enforcer flies from the top of the ramps with your laser.



Then cross the bridge over the ravine to the other side.



You must now take on four new centipedes, starting with the green one.



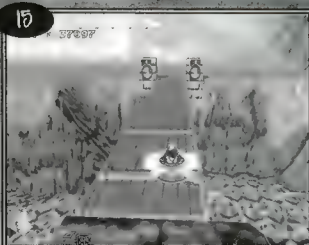
The blue centipede comes next.



Then there's another green. Watch out for the scorpions that run across the screen.

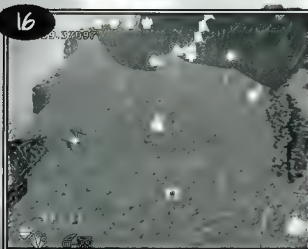


After killing the purple centipede, head up the ramp to save a few Wee People.

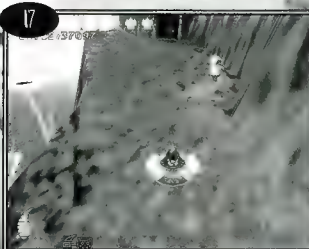


Then take your shooter across the bridge to the first area where you were before.





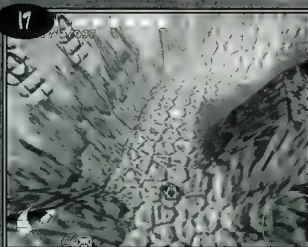
Eliminate a few more centipedes in this area.



Then rescue the last remaining Wee People.



Now hop down into the ravine and locate a couple of acorns.



Fire at them to reveal extra lives.



Ride the leaves back up to the top, and jump onto the grass.



The mission ends when you move back to the outpost. If you rescued all nine Wee People, you get another extra life.

FOUR SCORE

The centipede army has added a new fiend to its ranks, an insect who can drill through anything, including the gates to our cities. Some of these fearsome insects have been spotted near our city in the mountains. Defend the city and the land near it from the centipede onslaught, but stay watchful for this new adversary.

Objective

- Rescue Wee People
- Defend houses

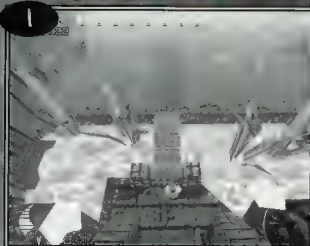
Strategy for Victory



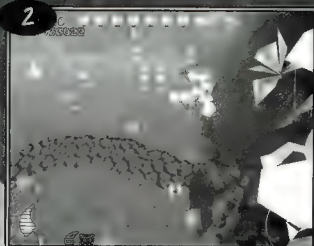
Hint

The fleas and centipedes always seem to attack downward from the same location while the spiders and scorpions assault from the sides. Always keep in mind where the insects are coming from, and you'll fare much better against them.

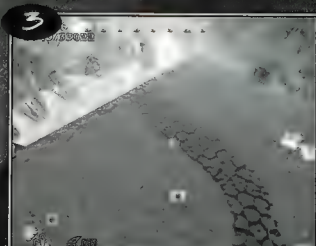




Your shooter begins at one end of the level. Cross the first bridge and get ready for action.



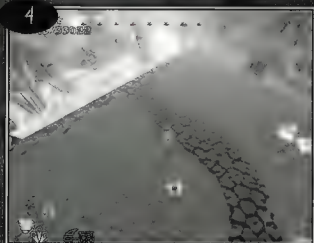
Right from the start, you must take on a green centipede.



A purple centipede follows.

Tip

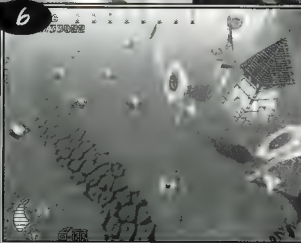
As the scorpions run across the screen, they leave behind black mushrooms. These mushrooms are very poisonous and will destroy your shooter if you run into them.



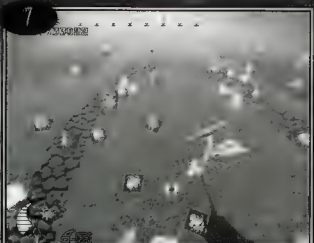
Rescue any nearby Wee People before the centipedes, or other insects, can kill them.



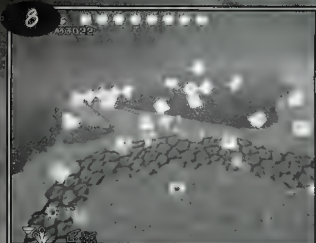
When this area is clean, move through the gap in the flowers.



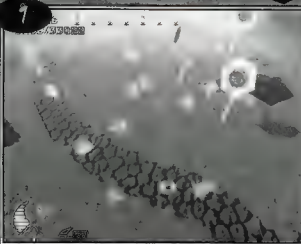
All may look calm to begin with.



However, a yellow centipede will show up to ruin your rest.



Use power-ups, such as the triple shot, to tear into the centipedes and their minions.



You can also find a special weapon which blasts enemies in all directions around your shooter.





When all is clean, the bridge to the next area will lower. Get across it quickly, and make your way toward the city in the mountains. You must guard the main gate against attack.



A green centipede will begin the attack against the city.



A crate will appear near the gate to the city. If you shoot it, you will get some shields for extra protection.



You must face not only the centipedes in this area, but also scorpions, spiders, and the new borer bug.



The borer bugs will come in a massive wave. These insects are difficult to destroy. Not only are they narrow and hard to hit, but they also require more than one shot before they are killed.



The best tactic is to stay near the gate and out of the way of the scorpions. You might also want to turn the shooter and fire at the borer bugs from the side, where they make a bigger target.



If the borer bugs get through the gate and into the city, they will begin destroying all of the buildings.



Keep them away from the gate, and when all is clean, enter the city triumphantly.

Centipede: Final Edition

CITY OF WALL

Our beloved City of Wall is facing the threat of the dreaded borer bug, with whom you have just become acquainted. Unfortunately, the insects are attacking the city from all sides, so you'll need to keep on your toes. Mind the rivers, which can incapacitate the shooter:

Objectives

- Rescue Wee People
- Defend houses

Strategy for Victory



Hint

Notice the mystic pointers planted in the rivers around the city. Wee Druids have created these magic devices that should point in the direction of the next centipede attack.



1 You begin in the middle of the City of Wall.



2 Move forward, out of the gate, toward the top of the screen.



3 Before long, a green centipede will appear. Quickly take it out with your shooter's firepower.



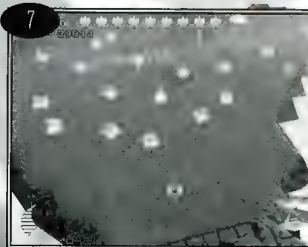
4 A purple centipede will crawl down the mountains next. You must also watch out for spiders hopping at you from the sides.



5 There is a new insect that will try to kill you. While it looks similar to a scorpion, this mortar bug will hurl globs of explosives at your shooter. So keep an eye on this devious creature. When a mortar bug launches its load, quickly move away from your current position, its probable target point.



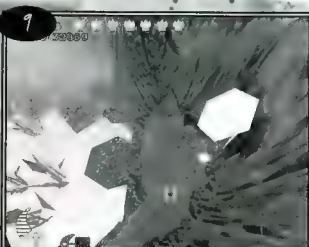
6 When the area is clear, the gates behind you will open. Head back into the city, and follow the pointer to the gate to the right. This is where the next centipede attack will come. Hurry out, and the gates will automatically close behind you.



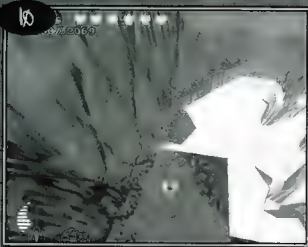
You must now face a red centipede, along with the rest of its army of deadly insects.



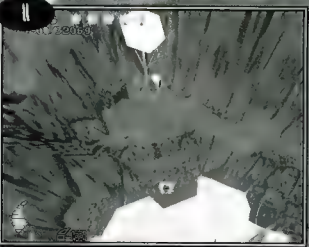
There is also a green centipede, which will come after you on this side of the city. Close in on it to take it out quickly. But watch out for side attacks by spiders.



Now is a good time to rescue some of the Wee People, before the borer bugs show up. At each of the four areas outside the city, narrow paths lead up the sides of the mountains. It is at the top of these paths where you will find the Wee People.



You will also find some small ledges sticking out from the sides of the cliffs over the river. Get across these by having your shooter jump from ledge to ledge, being careful not to fall into the water below.



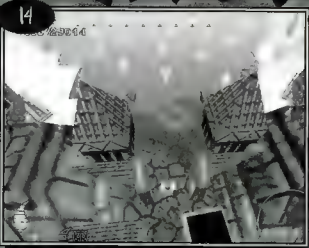
Each of these series of ledges will take you to the next mountain path leading down to the next outside area.



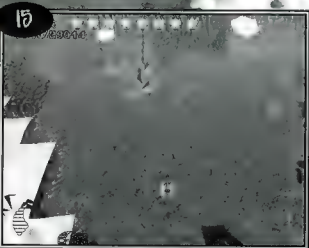
One of the surprises along this route is an extra life, as well as some shields.



Once back at your starting place, reenter the city through the open gate.

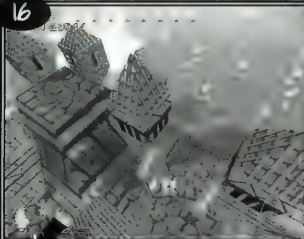


Again, follow the Mystic Pointer to the gate on your right and out to do more battle.



A couple more centipedes will come to attack the city. Kill them quickly.

16



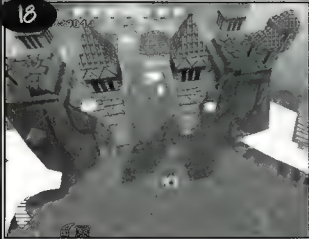
Head back into the city when it is clear, and then out the gate to your right.

17



Attack some more centipedes. Now they're really mad and will come at you much more quickly than before.

18



Once the area is clear, hurry back into the city and again out the gate to your right.

17



Now you not only face the centipedes, but also the narrow, hard-shelled borer bugs. You must kill them quickly, before they can break through the gates to the city.

20



Now the city is under attack! Quickly kill the centipedes at each area, so the gate to the city will open for you. Then head to the next area under attack. You must act fast, or borer bugs will break through the gates and begin destroying homes in the city.

Tip

Rather than finishing off the centipedes in each area to open the city gates, cross the rivers by jumping onto the wooden platforms. This will allow you to reach the next borer bug attack and stop it before it can penetrate your defenses.

21



At each area, target the borer bugs first.

Tip

Remember, centipedes never get faster. Heads are always faster than segmented centipedes, but all segmented centipedes are always the same speed. Head-only centipedes are also always the same speed.

22



If you waste too much time in one area, the borer bugs will break through your gates on another side of the city.

23

ANT MAY

The vile centipedes have invaded our most holy territory where we keep the sacred Star Crystals. The crystals are used by Wee Druids to study the Dreaded Eclipse, which awakens the centipedes every century. Be watchful of a fierce new insect that may be able to drain the precious crystals of their energy.

Objectives

- Defend and rescue the Druids
- Defend the Star Crystals

Strategy for Victory

Hint

The Druids will try to help you battle the bugs with their limited magical abilities. But once their power runs out, you'll need to transport them to safety with your Automatic Magi Relocator.

1



The shooter begins near the main temple. You need to get moving if you are to protect all four Star Crystals.

2



There are several Wee Druids running about the level. Be careful not to shoot them accidentally.

3



Use your radar display to locate the first centipede. Then go after it.

4



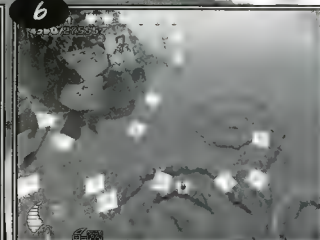
Near the center of the level, you will find a building with steps leading to the top. Grab the shields for some protection.

5



Continue going after each of the centipedes as they appear.

6

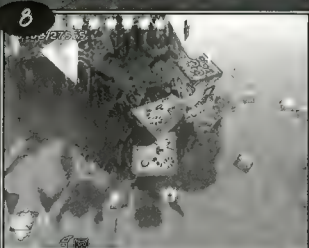


Don't forget to rescue the Wee Druids before they are killed by the enemy bugs.

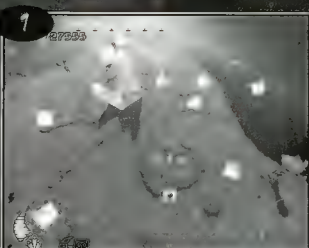
Centipede: The Aspidochelone



Near each of the centipedes, a mortar bug or two will be busy bombarding your shooter as you approach. It is important to make these mortar bugs your first priority.



After a while, an extra life will appear on top of the building with the steps. Hop up and grab it, then get back to work.



Make use of all the power-ups during your fight. The double shot and triple shot will make short work of a centipede.



Clear out the last centipede and get ready for some heavy-duty action.



A giant ant will appear as well as a blue centipede. For now, ignore the centipede and concentrate on the larger threat.



The giant ant will head over to the Star Crystals and begin draining the energy from them.



You must get its attention and lure it away from the crystals. If you hide behind a crystal, it will more than likely be destroyed in the firefight between you and the ant.

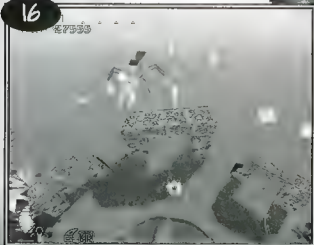


Shoot at the ant to get its attention. Then move away from the crystals. Be careful to avoid the fireballs the ant shoots out at you. Use mushrooms for cover.



Move behind the protection of the three arches by the main temple where you began the mission.

16



The ant cannot get through these arches to get at you. Shoot at the ant from behind the arches, and then use them for cover when it turns around and fires back at you.

Tip

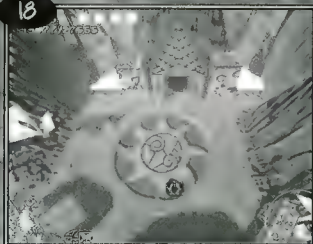
Acorns will appear out of the ground while you are fighting the ant. Another one appears for each centipede you kill while the ant is still alive.

17



Keep shooting and ducking for cover until the ant is dead. You must also watch out for spiders, which will hop at you from behind, and mortar bugs, which will lob rounds over the arches at you.

18



When the ant is dead, go after the blue centipede. Then return to the temple to end the mission.

17



If you were able to save all four of the Star Crystals and all eight of the Wee Druids, then you will have earned two extra lives.

Good Job! Weedom is safe for the moment. However, before your head gets any bigger, the centipedes are still on the warpath. Get some warm clothing because you are now headed to the icy cold of Frostonia.

Centipede: From the Strategy Guide

26

FROSTONIA

With Weedom safe from the centipedes for now, you must take your shooter to the land of Frostonia. This icy cold, mountainous region is home to many Wee Druids, whose magic will help you defeat the centipedes. Therefore, it is essential that you rescue as many of the inhabitants of this land as possible and protect their dwellings and temples. You leave the temperate climate of Weedom and now find yourself fighting on snow and ice. Be careful—this new terrain can be treacherous.

TRAPPED UNDER ICE

The centipedes have started their assault on Frostonia near a lofty monastery on the edge of Weedom. Both citizens and Druids inhabit this mountainous region, and they need saving from the centipedes. It is essential that you keep the Druids safe, or they'll never come to understand the Dreaded Eclipse.

Objectives

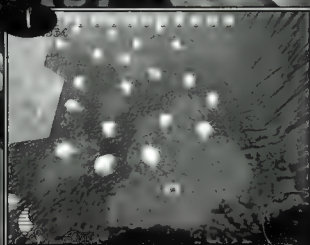
- Rescue Wee People and Druids
- Defend igloos and sanctuaries
- Find and recover talismans



Strategy for Victory

Hint

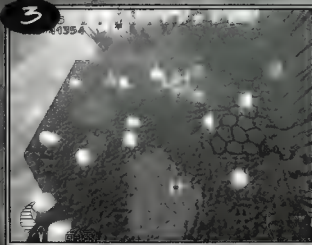
The talismans may be out of reach at first; you'll need to work to get them. Snowfall is predicted, so keep an eye on the skies.



1 Your shooter begins at the very edge of Weedom.

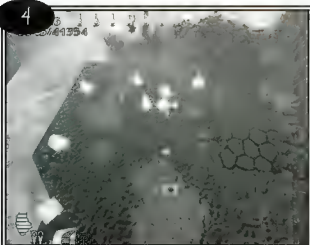


2 Move forward and begin engaging the purple centipede.



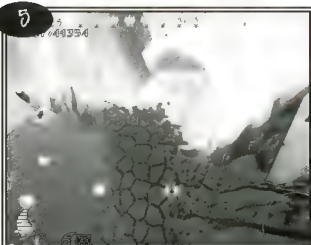
3 A yellow centipede arrives at the next area. Get in close and go for the quick kill. Also look out for any power-ups that appear in flashing mushrooms.

4



Another purple centipede will come to fight you. Also watch out for the scorpions that run at you from the sides.

5



With the first three centipedes dead, it is time to enter Frostonia.

6



As soon as you enter this new area, stop and shoot all of the mushrooms you can see. By clearing out the area, you will give yourself more time before the centipedes can reach you.

7



Fleas will quickly replace some of the mushrooms. However, you must get to work destroying the purple centipede that arrives as you move forward, away from the entrance.

8



Keep an eye out for snowflakes. When they land, shoot them to reveal bonuses, such as special weapons or extra lives.

9



A pile of ice cubes will begin to rise up from the snow. One of the talismans will float down onto the top. However, by the time the talisman appears, it is too late to get to it.

10



When you see the ice cubes appear, you must act quickly to jump on top of the first cube before it gets too high. Then when the talisman falls, your shooter will be perfectly positioned to catch it.



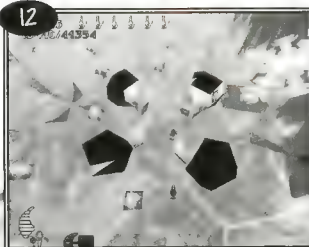
Tip

Once the ice cube stack has risen to full height, you can shoot out the blocks. This way, you won't have to jump on top of the stack.





With this area now clean, you can cross the bridge over the icy river to the other side.



Here you must rescue the citizens and save their igloos from destruction.



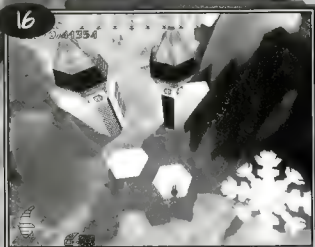
Move past the igloos and begin shooting at the centipedes that appear.



Watch out for the black mushrooms left behind by the scorpions. They are deadly and will kill you if you run into them.



Beware of the yellow freezer beetles. They turn people into ice cubes.



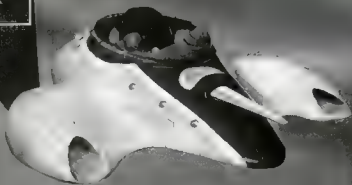
When all of the centipedes in this area have been killed, a swarm of spiders comes after you. Destroy them all. Then hop off the ledges of ice to one side of the area.



At the top is the gate leading to the Wee Druid sanctuary area. Enter and get ready for more action.

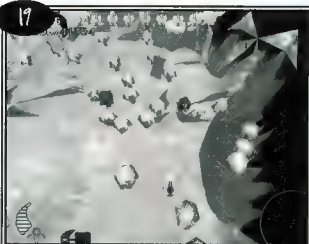


You must protect the Druids and their sanctuaries.



Frostiana

17



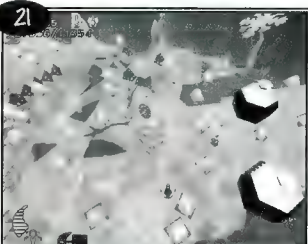
Kill the centipedes before they can cause any damage to the structures and people in this area.

20



One of the special weapons you can get in this area is the flame thrower. It shoots out a stream of fire for a few seconds, killing everything it comes in contact with. Use it to take out an entire centipede in a short amount of time.

21



The second talisman will appear by the sanctuaries. Use the same tactics to get it as you did previously.

22



If the centipedes get too close to the sanctuaries, move the shooter over to the other side of the area. The centipedes will follow you and move away from the structures.

23



The Druids are not helpless. They can use their magic to freeze the enemy. However, do not rely on them too much. They can be easily overwhelmed. When it looks like they have done all they can do, rescue them and teleport them to safety.

24



When the final area is safe, a golden beacon and an extra life snowflake will appear. Enter the beacon to advance to the next mission.

A GLACIER RUNS THROUGH IT

Now the centipedes are descending on the location of an ancient ice floe, where the Druids have built a monastery. Worse still, a new flying adversary has been spotted which can drain the energy from our precious Star Crystals. For the Druids' work to continue, this new bug must be defeated at all costs.

Objectives

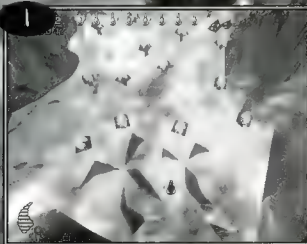
- Defend and rescue the Druids
- Defend the Star Crystals

Strategy for Victory



Hint

Legend tells of a lost monastery in the mountains where there may still be powerful magic remaining.



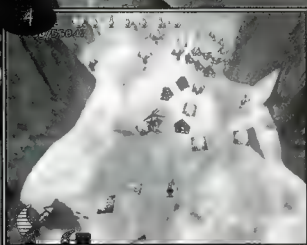
The shooter begins on the edge of the ice floe.



You must begin killing centipedes right from the beginning. But the ice is uneven, so your lasers won't cross over ridges. Therefore, you must fight up close to the first centipede.



However, by the time the second centipede appears, you can advance to the middle of the area and take some longer shots.

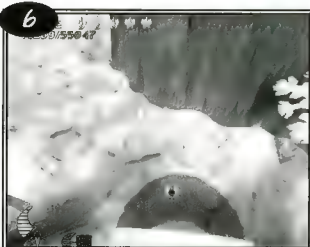


Engage the third centipede from the middle of the area as well. But be on the lookout for spiders, fleas, scorpions, and even freezer beetles.





When the third centipede has been defeated, make your way through the ice archway to the next area.



Just past the archway is a snowflake. Shoot it to reveal some rockets. Grab these quickly since you will need them for the flying insects.



Quickly turn to the right and carefully move over to the edge of the ice.



Jump from ledge to ledge in a counter-clockwise direction. Be careful not to fall into the icy water below.

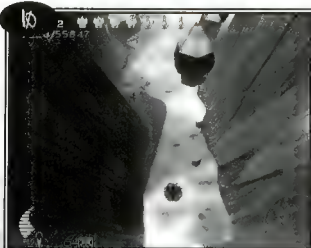
Tip

You must not waste time on this little side trip, or the enemy will drain the two Star Crystals in the second area.



After you make your way around, you will have discovered the ancient monastery.





Shoot the three snowflakes to reveal some great treasures. The first snowflake contains shields.



The second holds two extra lives.



The final snowflake contains missiles. Pick them all up quickly and continue forward.



Jump down onto the ice floe below where a centipede and its cohorts are racing around, looking for trouble.



Yellow mosquitoes, which also can drain the Star Crystals' energy, will fly down on you. Use your missiles or rockets to shoot them down.



When the last centipede in this area is dead, a bridge to the final area will lower. Cross it and get ready for more fighting.



You must protect the Star Crystals from the mosquitoes. The Druids will help, as long as their power lasts, by freezing the bugs. Then you need to rescue them.

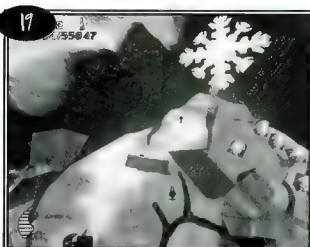


Get in close and kill the centipedes, all the while watching for mosquitoes, scorpions, freezer bugs, and fleas.





16 Rescue the Druids before they are killed or turned into blocks of ice by the freezer beetle.



17 A snowflake will appear to the left side of the area. Shoot it to get some rockets and an extra life.



20 When everything calms down, a golden beacon will appear. Move into it to advance to the next mission.

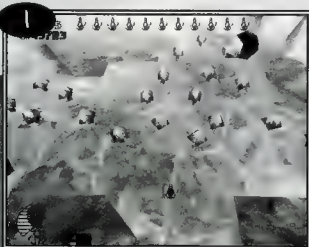
ICEBERG LET US

The centipedes are attacking a small settlement of our brethren who have established homesteads on an iceberg. Hopefully, the insects won't be smart enough to assault the monastery up on the adjoining mountain. Otherwise, precious Star Crystals may be threatened. See to it that they're saved.

Objectives

- ★ Rescue the Wee People and Druids
- ★ Defend Igloos and Sanctuaries
- ★ Defend the Star Crystals

Strategy for Victory

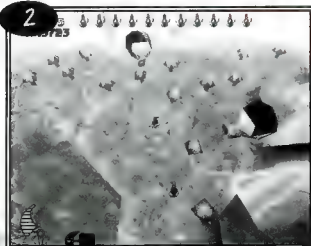


1 You begin the mission on one end of the iceberg.

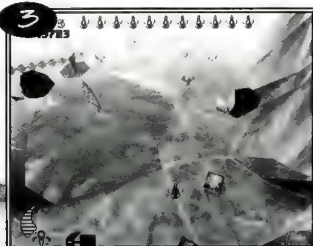
Hint

Some Druids are out on the iceberg, meeting with citizens. Rescuing them from the centipedes is very important.

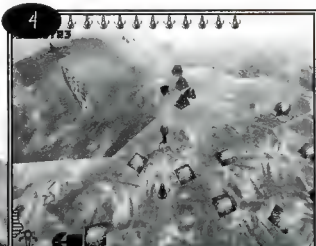




Race to the other end of the iceberg, picking up any eskitwees along the way.



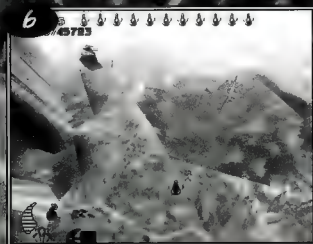
At the other side of the iceberg, you will find a purple centipede already headed toward some of the igloos.



Attack immediately. If the centipede gets too close to the igloos, move past it, toward the edge of the iceberg. It will come after you, moving away from the igloos as it does.



Be careful. Once the purple centipede is dead, a yellow one will appear at the edge. And he'll get you if you don't move away quickly.



Watch the Mystic Pointers. They will direct you to the next attack by the centipedes. Once you have defeated the enemy at this end of the iceberg, you must race back to where you began the mission.



Another purple centipede will be hurrying toward the igloos on this side. And the freezer beetles will change some of the mushrooms to ice. When you shoot and destroy the ice mushrooms, they explode into shards of ice that damage anything they touch. So don't get too close. You can, however, use these mushrooms to take out several sections of a centipede at once.

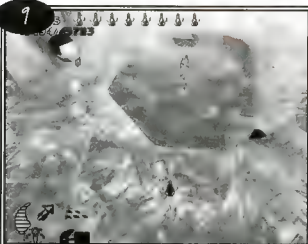


8



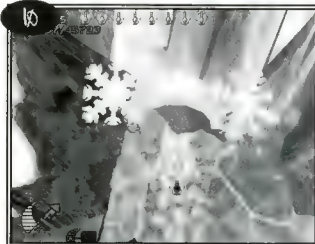
In this area, you can find not only a flame thrower, but also an extra life in a snowflake.

9



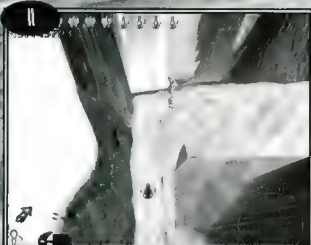
When this area is clean, the Mystic Painters will direct you back to the other side of the iceberg.

10



You must now head up the mountain to the monastery.

11



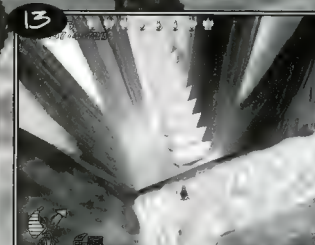
Watch out for the mosquitoes on the narrow mountain path. Use rockets to kill them before they can get your shooter.

12



If you take a right turn on the path, you will end up at the gates to the monastery.

13



However, if you take another route, you will be rewarded. The ice bridge is not lowered all the way, so you must jump up onto it.

Tip

To lower the ice bridge, pick up the two Druids in the starting area.

14

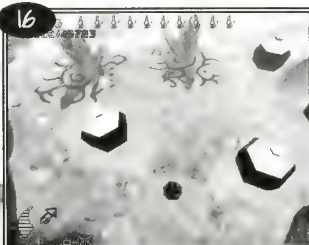


At the top of the bridge, you will find three snowflakes.



15

Shoot the snowflakes to reveal missiles, shields, and two extra lives. Gather them quickly and continue to the end. Then move down the slope to the monastery below.



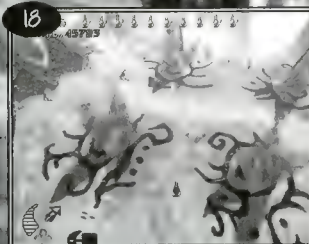
16

Here you must protect the Star Crystals, the sanctuaries, and the Wee Druids.



17

You will be assaulted by centipedes, mosquitoes, and several other types of insects.



18

Use the Star Crystals for cover while you are trying to kill the enemy. Be sure to pick up the ladybug shield in the lower right corner.



19

When everything calms down, a golden beacon will appear. Move into it to advance to the next mission.



CELTIC FROST

The Druids study the stars using an observatory powered by the Star Crystals. Without their work, we may never understand what brings on the Dreaded Eclipse every century. You know what must be done, hero.

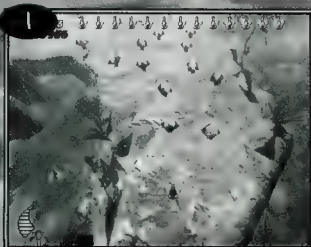
Objectives

- Defend and rescue the Druids
- Defend the Star Crystals

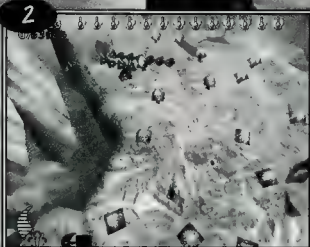
Strategy for Victory

Hint

Some Druids have been isolated from the observatory and are hoping you'll be able to find and relocate them to safety.



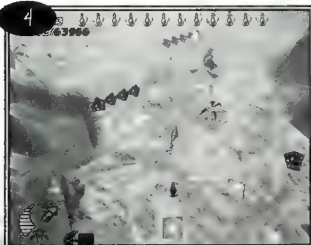
1
You begin at one end of an ice floe. Get ready for some major action.



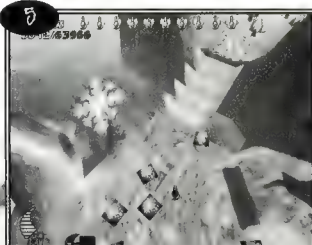
2
A purple centipede will show up first. Get up close and blast away at it with your laser.



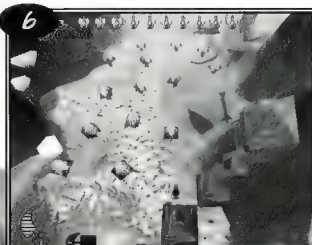
3
A yellow centipede will follow. As you are attacking it, watch out for scorpions that sneak up on you from the sides and poison mushrooms along the way.



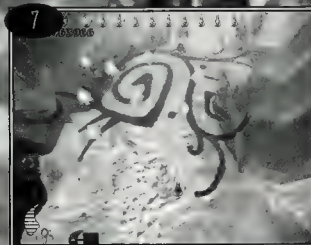
Grab the rockets as soon as you can because some mosquitoes will appear and try to suck the life out of you.



When you have defeated the third centipede in this area, an ice bridge will lower. Cross it to the next area.



At the entrance, take some time to shoot all of the mushrooms you can see. This will give you some more room to maneuver during the battle.



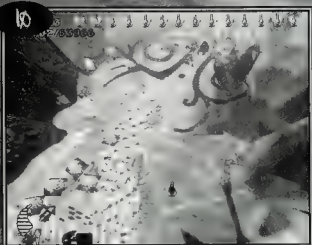
There are four Star Crystals to defend in this area. Begin by taking out the purple centipede with long-range shots. Stay back in the territory you just cleared because the area ahead is narrow, and you can be ambushed easily by the enemy.



Watch out for the mosquitoes that dive down on you with little warning. You must shoot them down with rockets before they can drain the energy from the Star Crystals.

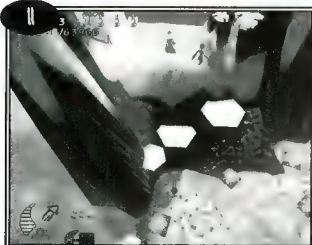


A green centipede arrives next, followed by another purple one.

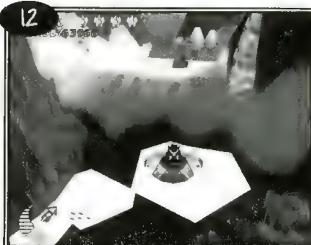


After all three centipedes have been destroyed, a stampede of fleas will come hopping at you. Move over to the right side, and stay out of their way as you take pot shots at them.

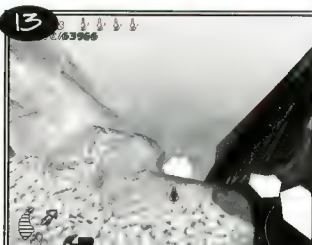




A series of three ledges leads to the area where the stranded Druids are waiting for you.



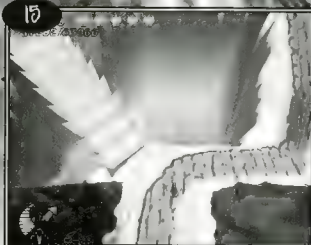
Jump up the ledges and rescue all three of the Druids.



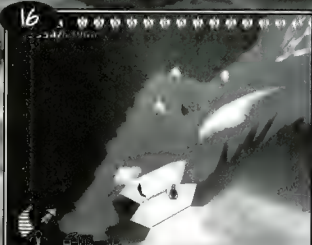
Down below, on another ledge is an extra life. Be sure to get it before you leave.



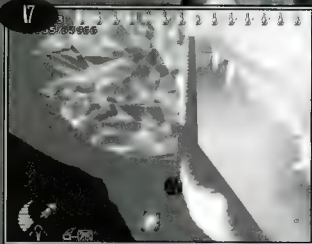
At the other end of the area, an ice bridge will lower. Pass over it to the other side.



You must now make a decision: whether to go right along the path, or across another ice bridge. The path leads to the next area while the bridge takes you to some treasure, as well as additional danger.



If you're feeling lucky, take the ice bridge. Across it you will find two snowflakes containing two extra lives and shields.



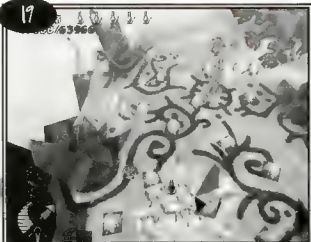
After you gather them up, you must get past some moving blocks of ice. Time it just right, so they do not hit you or knock you off the ledge.

18



Once past the ice blocks, head straight to the next area, the observatory.

19



Here you must protect the Star Crystals, as well as take out the centipedes and their many minions.

20



Remember to rescue the Druids before the insects kill them.

21



If you do not destroy the mosquitoes, they will drain the energy from the Star Crystals.

22



When the area is cleared of the enemy, grab the extra life sitting on the ledge off to one side.

23



The mission is not yet over, however. The Mystic Pointer shows the centipedes are continuing their attack elsewhere.

24



Go out through the gate and hop across the ledges to the first area.

25



There you must kill a purple centipede, joined by fleas, spiders, and scorpions.



26



An extra life snowflake appears behind you, up on the ledge. Take out all the centipedes, as well as their allied insects.

27



After they are all dead, head over to the golden beacon that appears and warp to the next level.



MOTEL OF THE LOST CHAMPIONS

For the past five centuries, a centipede hero has been called upon to serve his people and battle the centipede threat, just as you have been selected. Now the insects have had the audacity to assault our most sacred shrine to these heroes. To honor their memory, you must protect their memorial.

Objectives

- Defend centipede hero statues
- Find and recover the talismans



Strategy for Victory

Hint

The centipedes may be sly enough to attack the statues from multiple sides, so you'll need to keep your wits about you.

1



You begin on one side of the ice floe.

2



Move forward and begin fighting the purple centipedes.

Centipede: The Game

3



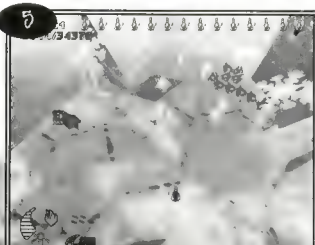
A yellow centipede will attack next. Try to stay near the middle of the ice floe, and keep it clear of mushrooms as best you can. This will buy you more time to fight the centipedes.

4



You must also watch out for scorpions that come at you from the sides.

5



Another purple centipede will come at you after the yellow. Use some of the power-ups, such as the flame thrower, to make short work of this big bug.

6



Backtrack to where you began the mission, and you will find a snowflake containing two extra lives.

7



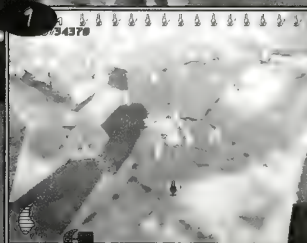
Keep battling the centipedes as long as they keep coming.

8



However, keep an eye toward the middle of the area. It is here that a talisman will descend onto a stack of ice cubes.

9



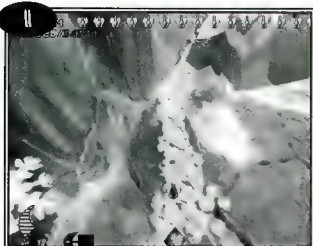
You must get the talisman before you kill the purple centipede, or the talisman will be destroyed. Shoot at the ice cubes with your laser until you can reach the talisman.

10



When all of the centipedes in this area are dead, the Mystic Painter will show you where to go next.





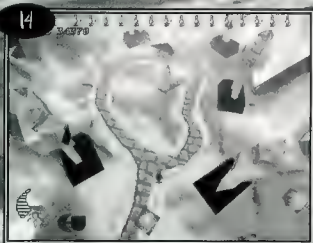
Follow the path leading up into the mountains.



Off to one side, you will see a shield. Jump down onto it and get it. Then make your way back up the path from the bottom.



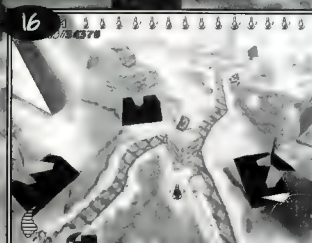
Cross over a deep ravine on an ice bridge.



You must protect all five of these hero statues. If the centipedes run into any of them, the statues will be destroyed.



The Mystic Pointers will show you where the centipede attacks will come from. Get to the other side of the area, and begin blasting the bugs to bits.



After a while, a talisman will appear in the center of the statues. Get it quickly before it disappears.

Tip

Before the final centipede wave, a talisman/ice cube stack appears up on the ledge.



Rush past the statues, so the centipedes will come after you rather than them.

Tip

While your mission is to protect all five of the statues, you only receive a certain amount of points and an extra life if you can keep all of them safe. You can still go on to the next mission, even if all are destroyed. Therefore, do not waste a lot of lives trying to keep the centipedes away since you will only get one extra life in return.



Eventually, centipedes will attack from both sides at the same time. It is nearly impossible to prevent them from destroying at least one of the statues, but you should try. When all of them are dead, a golden beacon will appear. Move into it to go to the next mission.



HUCKLEBERRY FRIEND

One of the Druids' prize inventions is the Moon Polarizer, which may one day help us prevent the Dreaded Eclipse. But now the centipedes have found the Polarizer and are doing their best to destroy it and the Star Crystals that provide its power. As you may have inferred, you must stop them at all costs.

Objectives

- Defend the Star Crystals on the Moon Polarizer
- Find and recover the talismans

Strategy for Victory

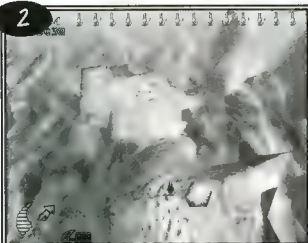
Hint

The Queen Centipede may unleash another "super bug" to destroy the Moon Polarizer, perhaps a relation to the ant you routed in Weedom. Be careful, hero.



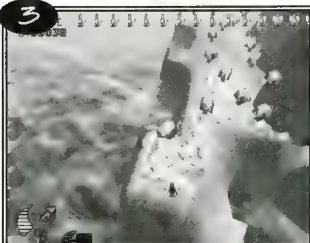
The shooter begins on one of the ice floes outside of the area containing the Moon Polarizer. Be sure to pick up the rockets that arrive in a snowflake right at the start.

2



Head over to the left. You'll have to cross over to a small island, and then to the next area. But the sea rises and lowers quickly. You must time it so the shooter moves across dry land before the tide comes back and swamps you.

3



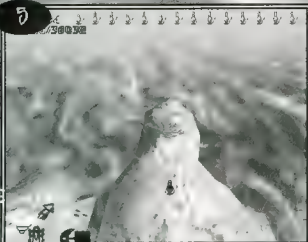
You'll have to fight on narrow strips of ice. Therefore, when you first get to each area, shoot all of the mushrooms you can see. The enemy will not come at you until you move a bit forward.

4



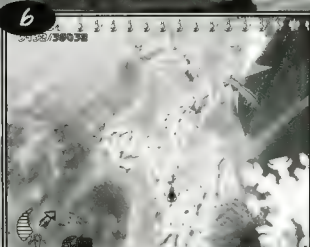
You must defeat the purple centipede while at the same time trying to shoot down that pesky mosquito with your rockets.

5



When this centipede is dead, advance to the next area via the small island. There is a snowflake on the island that will give you some more rockets.

6



You must fight another centipede and mosquito in this area as well. Also, watch out for fleas and spiders.

Tip

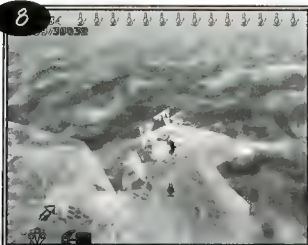
Do your best to get through all of these outside areas without being killed. The power-ups you can gain will be needed when you get inside.

7



Pick up any power-ups you come across, such as this triple shot that will make your job a little easier.

8



The next little island contains some shields. Hold onto these as you will definitely need them later.

9



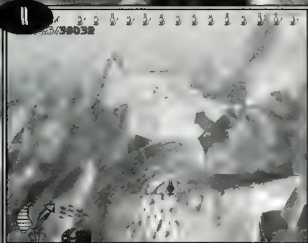
The third area contains the purple centipede. Kill it and its cohorts, and continue on to the next outside area.

10



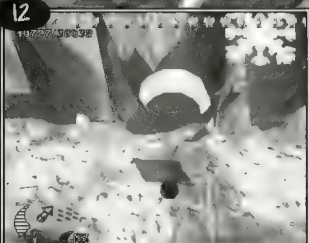
Just one more centipede to go. Finish it off and get ready to do some serious fighting.

11



The gates to the inner area will open. However before going inside, go to the next little island for some more shields.

12



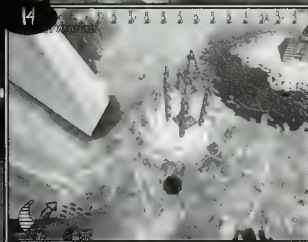
Now go back to the gate and enter the inner area.

13



In the center of the area is the Moon Polarizer. You must protect it from the eight Star Crystals on it from being destroyed.

14



Approach the moon polarizer to get the action started. A giant praying mantis will appear. Also, the four talismans will pop up intermittently in little buildings.

15



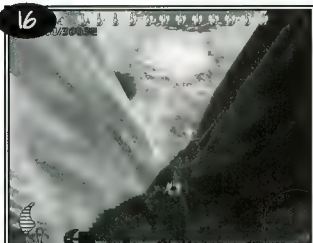
While you can go for the talismans now, it's better to wait until you have defeated the praying mantis. The talismans pop up for a short time only. You must get your shooter into the little building, grab the talisman, then get out before the building lowers into the ground and crushes the shooter.



Foshtina

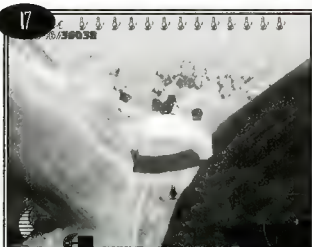
41

16



Locate a safe outside area where you can retreat when the praying mantis comes after you.

17



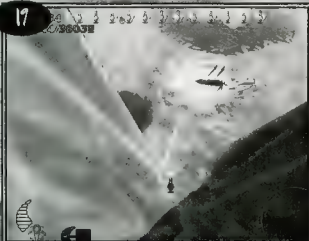
If you kill the outside centipedes while the mantis is alive, five extra lives will become available in snowflakes on the corner islands.

18



Inside, snowflakes will appear with such needed items as shields and bombs.

19



Now it's time to go after the big praying mantis. But be careful! It will fire a homing projectile that will follow you until it hits you or something else, such as an archway.

20



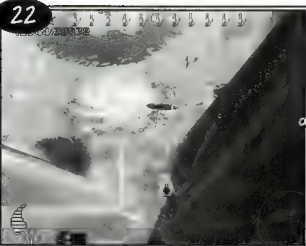
The mantis also fires lasers at you. The key is to fire at it to get its attention, then duck back through an archway into an outside area. Quickly move to one side, so the lasers, which can come through the archway, do not hit you.

21



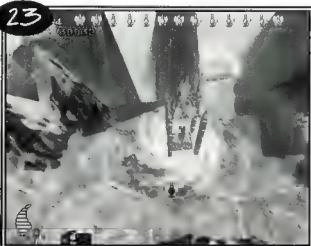
Bombs often appear in snowflakes near the Moon Polarizer. Pick them up if you can. It only takes a few bombs to kill the praying mantis, as opposed to many shots with the laser.

22



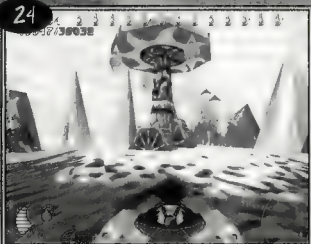
Without the bombs, you must just dart out, fire a few times until the mantis comes after you, then duck back behind the anch-way. Repeat this several times until the big bad bug is dead.

23



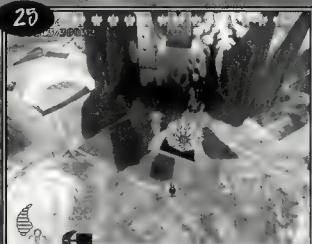
With the praying mantis dead, you can now gather the talismans in peace.

24



The Moon Polarizer has been saved.

25



Enter the golden beacon to warp to the next level.

Toshima

INFERNIUM

From the icy cold of Frostonia, you must now venture into the heat of Infernum. It is in these mines that the Star Crystals are extracted. Rivers of molten lava flow freely in this land, and the heat is nearly unbearable. However, you must go there to protect the Wee Miners and their work from the centipedes and their hordes of minions. Be careful as the enemy has some new and deadly bugs to throw at you.

JUMP IN THE FIRE

Infernum is the hottest of all lands known to our people, and it is the area where we mine the precious Star Crystals. The Queen Centipede hopes to disrupt the Druids' work studying the Dreaded Eclipse. So she has sent her minions to destroy our Star Crystal extraction operation. You must make sure she fails miserably.



Objectives

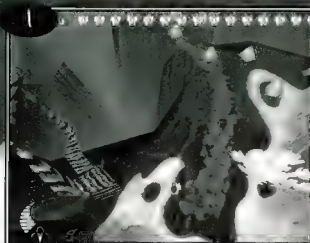


- Rescue the miners
- Defend the miners' dwellings
- Defend the mining equipment

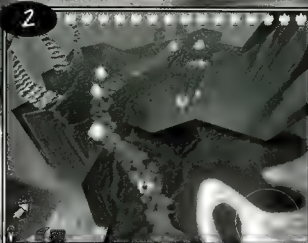
Hint

Watch for new insect adversaries especially adapted to the hot climate. Also be on the lookout for unique, deadly mushrooms indigenous to Infernum.

Strategy for Victory



From the snow of Frostonia, you enter Infernum. Collect the last snowflake and the rockets it contains.



Watch out for the dragonflies that fly overhead and launch a volley of fireballs at you. The best defense is to shoot them down first with the rockets.



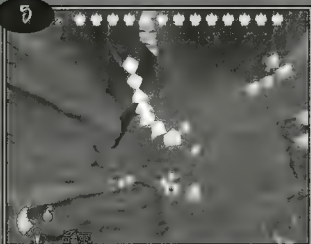
Follow the path as it leads to a bridge. Cross the bridge and get ready for action.

4



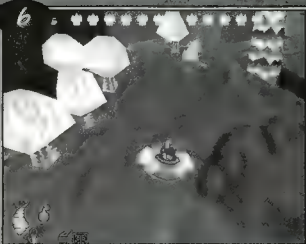
Take a right turn and head down the hill. Be sure to stop at the lava bubble containing a power up. A centipede will begin attacking the small miner settlement.

5



A second centipede will appear after the first. Get in close and take it out before it can get to the structures and destroy them.

6



Rescue any of the miners in the area before the centipedes can get them.

7



As you can see, the terrain in this area is uneven. Therefore, you must fire at the enemy from the same elevation, or your shots will go over them.

8



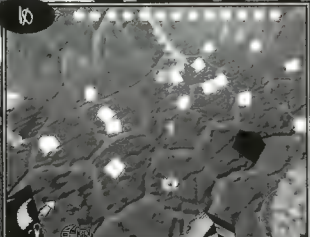
When the area is clear, the wooden gate will open. Go through it to the next battle.

9



Across the lava is another miner settlement. Get down there quickly before the centipedes arrive.

10



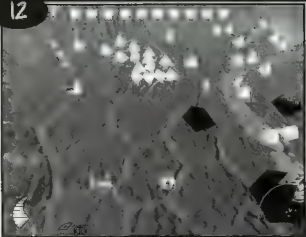
The first orange centipede will come down the hill directly in front of you. Get between it and the settlement and protect the structures.

11

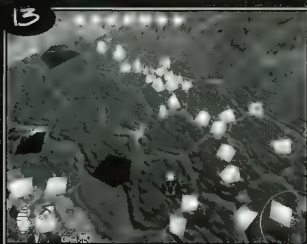


The next centipede will come down the hill to the right.

12



Move away from the structures to lure the centipedes away from them as well. Watch out for fleas which can drop down on you unexpectedly.



13 The third centipede will come down the same hill as the first. Keep firing away to protect the miners and their homes.



14 After defeating the fourth centipede, head across the river of lava by jumping from one wooden platform to another. Keep your trigger finger on the rockets since dragonflies will attack you during your crossing.



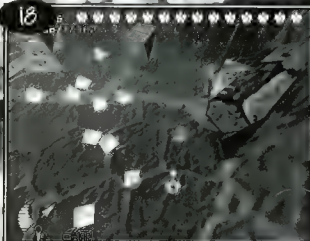
15 On the other side of the lava is the mining camp. You must keep all of the equipment in this area from being destroyed.



16 All of the attacks will come from the hills to the right.



17 You must act quickly. Some of the mining equipment is close to the centipedes' arrival area.



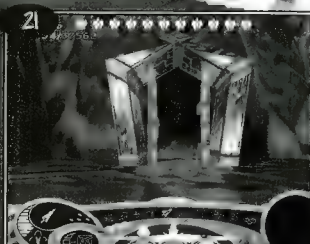
18 Move past the centipedes and get them to come after you, away from the mining camp.



19 Amber mushrooms may also appear. When you shoot one, your shot divides in two and is deflected forty-five degrees to each side. You can use this to double your rate of fire and lay waste to the enemy in a hurry.



20 To one side of the mining camp, you'll find missiles waiting to be used against those dragonflies.



21 When all is clear, the doors to a mine will open. Move inside to go to the next mission.

BRIDGE OVER MOLEEN MAGMA

The miners you encounter in *Infernum* are among the bravest of our people. In order to extract the vital Star Crystals, the miners must endure tremendously high temperatures and risk fiery death in the lava which runs through the land. Now you must defend these noblest of Wee People from the centipede onslaught.

Objectives

- Rescue the miners
- Defend the mining carts
- Defend the mining equipment

Strategy for Victory



Hint

You may be able to use some of the mining equipment—if you successfully defend it—to access areas that would be otherwise unreachable. Who knows what you might find!



1 The shooter begins in a mining camp with lava pools in the middle.



2 Quickly rescue the two miners on the right, and begin engaging the yellow centipede.



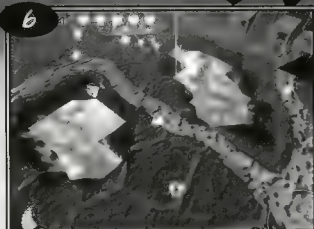
3 Other centipedes will follow. Be careful next to the cliff on the right. Spiders can jump down on you without warning. And you have little room to move sideways to avoid fleas as they come bounding at you.



4 After the first two centipedes are dead, you should pull back to the middle by the mining equipment for the final assault.



5 The final attack in this area is made by many fire beetles. Keep back and shoot at them from a distance.



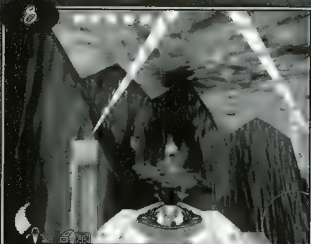
6 The fire beetles can launch four fireballs to attack in all directions around them. The best tactic is to take them out before they get close enough to be a threat to you. They can also change mushroom rooms into fire mushrooms, which explode into four fireballs when they are destroyed.

Tip

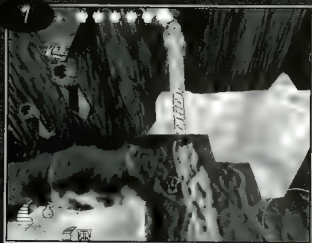
There is a stack of boxes with an extra life on top of them at the rear of the first playfield. Shoot the stack to create a staircase in order to jump up and get this power-up.



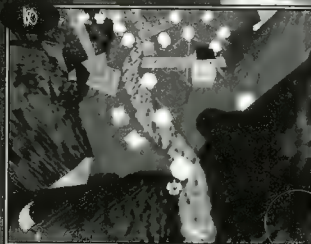
When the area is clear, move over to the wooden crane. Carefully hop onto the platform suspended over the lava.



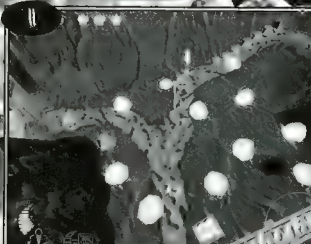
After the platform rises, jump over to the other side of the lava to find some shields, bombs, and an extra life. You must do this right the first time. If you fall off, the crane will not lower for you to try again.



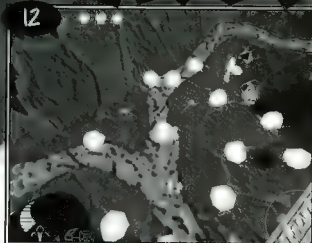
Now climb up the conveyor belt to the next area.



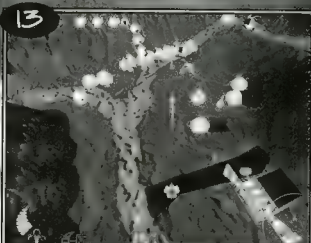
This is another mining camp in need of a defender.



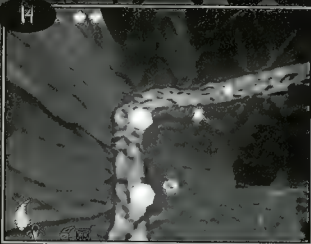
The centipedes will come from the cliff straight ahead. You don't have a lot of space to fight them off before they can get to the mining equipment. So shoot quickly, and try to take out as many mushrooms as you can to buy yourself more time and space.



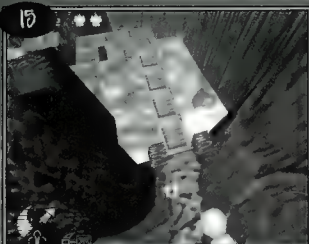
Make use of amber mushrooms if they appear. They will effectively double your firepower and can be a great way of blasting centipedes before they can get to the vital mining equipment.



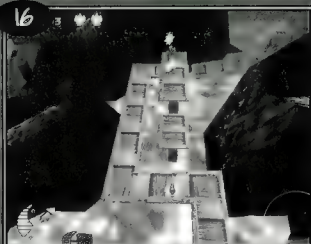
Fine beetles and scorpions will also make appearances. Take them out quickly.



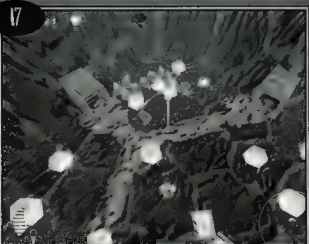
Don't forget to rescue the miners on top of the hill to the right and pick up the rockets below.



Now head across the lava over the wooden bridge. Be careful of the dragonflies that will launch fireballs at you. Shoot them down as fast as you can with the rockets.



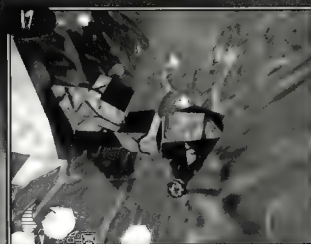
If you jump over to the platform in the middle, you can get a flame thrower, a ground skimmer, and an extra life. Don't waste time here, or the dragonflies may get you.



You must fight quickly in this area to prevent the centipedes from destroying the mining equipment. Use the power-ups to help you get the job done.



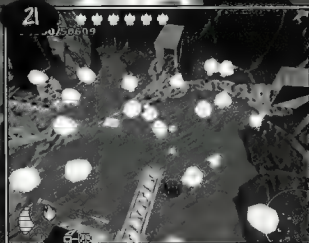
You must save at least one of the mining carts. Push it over to the left side of the area. Also, if you save the piledriver, this door will be open.



Jump on top of it, then onto the ridge of rock, and then down to the miners, shields, and extra life below.



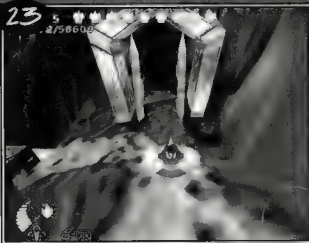
Jump over the lava to the conveyor belt, which will take you over the hills to the next level.



Here you must fight a few more centipedes and their legions in order to protect the mining equipment and carts.



When all is clear, hop up the rocks on the left to get an extra life.



Finally, head out the opened gate to find another extra life, and enter the mine to go to the next mission.

SCHMOKENDEN

In this area, there are several Star Crystals that the workers have not quite finished extracting. You'll need to defend the miners from the centipedes, and when they're done with their work, they will call for you to relocate them. The Star Crystals are the key to our survival, hero, and you are the only one who can save them.

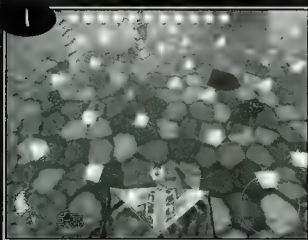
Objectives

- Defend and rescue the miners
- Defend the mining carts
- Extract the Star Crystals

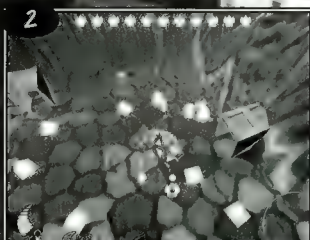
Strategy for Victory

Hint

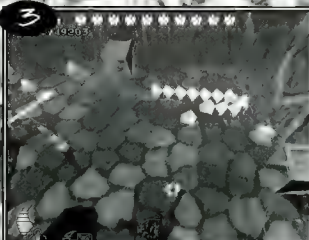
Be mindful when pushing the crystal-filled mining carts as they may roll off into the lava, where they'll be of no use to anyone.



The shooter begins the mission in one of the mining camps with miners busy extracting the Star Crystals.



Turn to the right and get busy killing the first centipede.



It is followed by another centipede. Try to keep them against the wall as much as possible, and kill them before they can advance too far. The miners need some time and space to get their work done.



Finally, a stampede of fleas will come hopping down at you. Just stay out of their way and take pot shots at them from the side.



Before you leave this area, clean up all the mushrooms left behind by the fleas. The final battle will be fought here. The cleaner the terrain, the more time you'll have to defeat the centipedes later.



Cross over the wooden bridge to the next area.



When you come to a fork, go to the left in order to get into the battle quickly.



Attack the centipede and kill it before it can get to the mining carts.



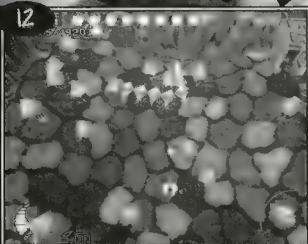
A second centipede will arrive after the death of the first, so you won't have much of a chance to catch your breath.



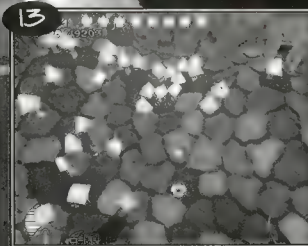
After both centipedes are dead, follow the Mystic Pointer forward to the next area. You will find an extra life along the way. Before you leave this section, push the carts from one side to the other. Then you can save them when the centipede comes out.



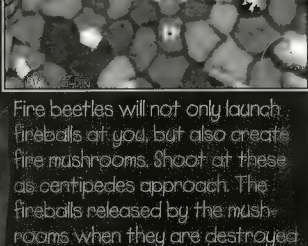
You must cross another wooden bridge to get to the next area.



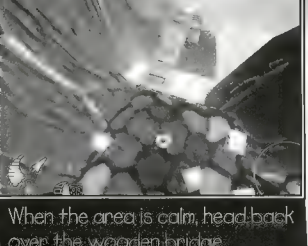
Beginning with a blue one, the centipedes will come raining forward you. It will take some quick firing and deft maneuvering to protect the Star Crystals and mining carts from the centipedes.



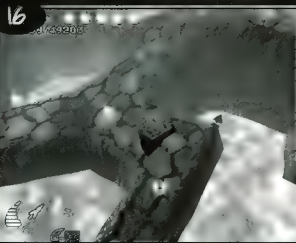
Try to take out as many of the mushrooms as possible while still killing the centipedes.



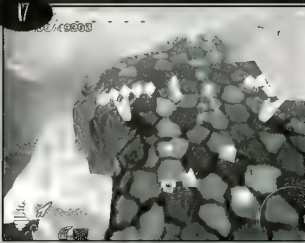
Fire beetles will not only launch fireballs at you, but also create fire mushrooms. Shoot at these as centipedes approach. The fireballs released by the mushrooms when they are destroyed will do some serious damage to the big bad bugs.



When the area is calm, head back over the wooden bridge.



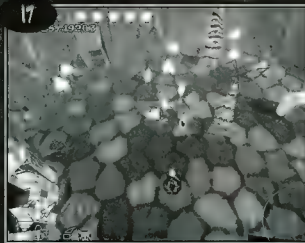
On the way to the middle area, pick up some missiles to use against the dragonflies.



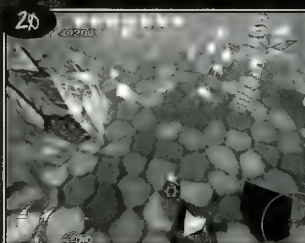
You must fight some more centipedes in the middle area. Shoot quickly and watch out for the fireballs from the dragonflies overhead.



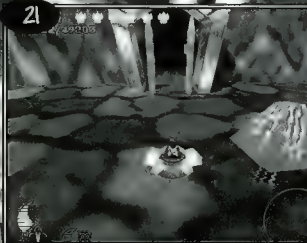
Now you must cross the wooden bridge back to the first area.



You will be glad you cleared out the mushrooms earlier. The centipedes will come crawling down the hills.



Watch out for the fire beetles and fleas as well. Hopefully you will be able to acquire some power-ups to help make the job go a lot faster.



When all the insects are gone, head through the doors of the mine to the next mission.

FURNACE OF FOOLS

Some of the miners have been trapped at a low location near the lava, which seems to be rising by the minute. You must fly into this imperiled area and relocate these miners with all due haste. It will take your best effort to save these noble workers.

Objectives

- Defend and rescue the miners
- Defend the mining equipment
- Extract the Star Crystals

Strategy for Victory



Hint

There may be multiple paths which lead to the stranded miners. Of course, you'll want to choose the quickest one.



The shooter begins in a mining camp. Right from the start, a centipede will crawl down the hill and come after you.



With mining equipment on both sides, you must quickly kill the centipede before it can destroy anything.



Immediately after you kill the yellow centipede, a green one will take its place. Kill it quickly as well.



Once both are gone, head over to the right and get ready to fight some more.



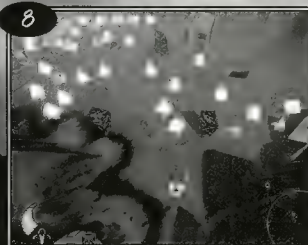
While you have more room to maneuver, the purple centipede crawls faster than the first two.



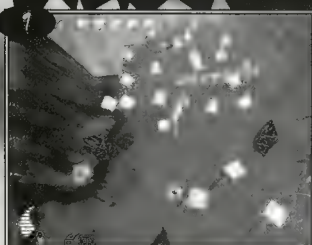
With the centipede dead, a rush of fleas will come at you, scattering mushrooms about the area. Keep out of their way.



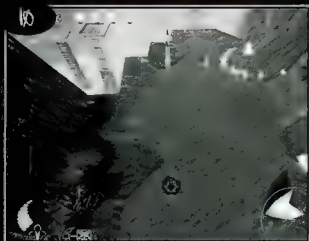
When they are gone, spend a few seconds clearing out some of the mushrooms. If you find the spray shot power-up, the job will go pretty quickly.



A gate will open to your right. However, instead of going through it, turn around and move through the gap in the rocks behind you. This will lead you to another area and shorten your route to the stranded miners. The gap is only open if the rear-most piledriver was not destroyed.



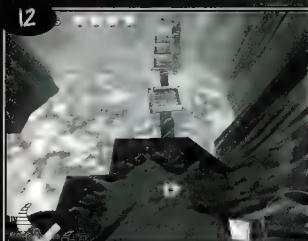
The centipedes will come fast and furious. Kill them quickly using whatever power-ups you can find.



When the orange centipede is dead, a blue one will try to destroy the mining camp in this area along with you.



As if that weren't enough, dragonflies will dive down on you, unleashing barrages of fireballs. Shoot a rocket or missile to take them down.



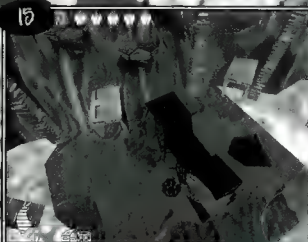
Now it's time to go after the miners. Start off by hopping across the wooden platforms straight ahead of you.



Follow the platforms around. If you don't hurry, the lava may engulf the miners before you can rescue them.



Hop down to where the miners are waiting, and teleport them to safety.



Then jump up on the ridge of rocks before the lava gets you.



Jump from one ledge to the next until you are back up to the elevated path.



Then head to the left and across the wooden platforms to the next area.

Tip

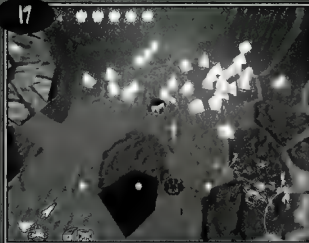
It is very important to protect the miners while they are extracting crystals.

18



Take out the blue centipede that threatens this mining camp.

17



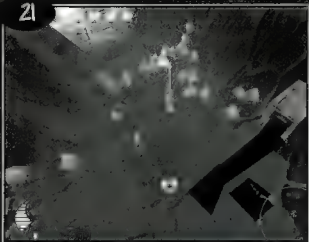
Then take out the green centipede as well. You can find the mine power-up in this area. When placing one, it will appear behind the shooter. Be careful not to back into it and blow yourself up.

20



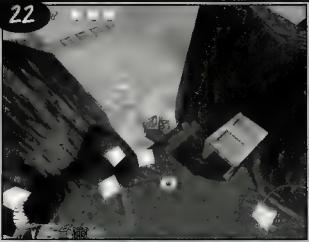
When the bugs are gone, head left and down to the next area.

21



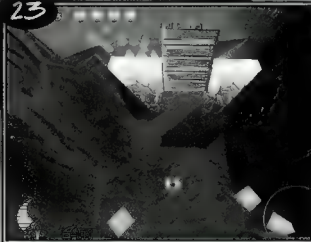
Here you must defeat two more centipedes before they damage any of the mining equipment.

22



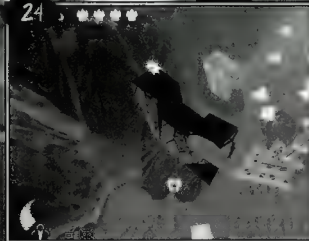
Don't forget to pick up an extra life out on a ledge over the lava.

23

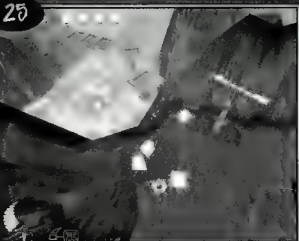


Now head through the opened gate to the next area.

24



You may also find another extra life in this area.



Follow the Mystical Pointers to the wooden platforms that lead to the large building in the middle of the lava. Enter it to complete the mission.

Infernum

61

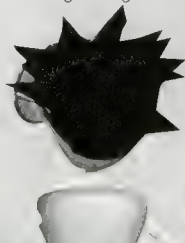
BUT IT'S A DROY HEAT

The centipedes are mounting an attack on our valuable lava pumps. These pumps help keep the lava down and allow the miners to extract the Star Crystals. Fortunately, all the miners have already been evacuated from the area. But if we're to save the crystals, you must vanquish the insect menace.

Objectives

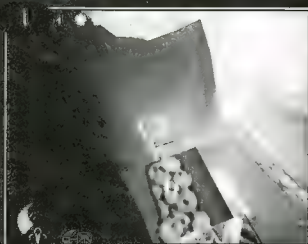
- Defend the mining equipment
- Defend mining carts

Strategy for Victory

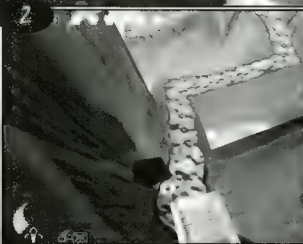


Hint

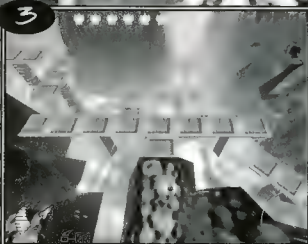
If you put your mind to it, you may be able to get the mining carts to higher ground, just in case the pumps are destroyed.



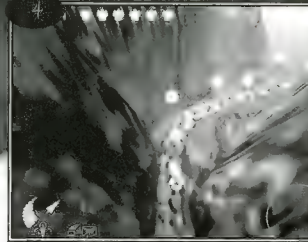
1 The shooter starts at the top of the level and must work its way down to the mining carts.



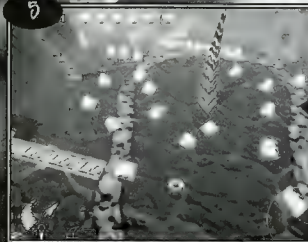
2 Make your way along the rocky path. Be sure to pick up the missiles to use against the dragonflies buzzing overhead.



3 You will come to a group of wooden platforms leading in three separate directions.

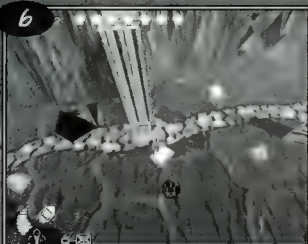


4 Hop across to the center path, which leads to the lowest level. This is the area that will flood with lava if you are not quick enough.



5 Rush in to fight the yellow centipede that leads the attack. If you can, get in front of the mining carts, and push them back out of the way while you are still shooting away at the enemy.

6



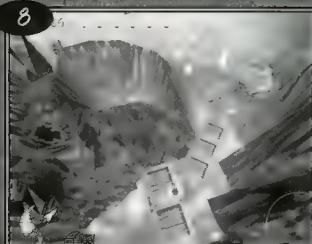
When all is clear, push the mining carts over to the ore elevator.

7



The elevator will automatically lift the cart up to a higher level, then return to the bottom for the next cart. Take all of the mining carts in this area up the elevator before leaving.

8



Now make your way back to the wooden platforms and head left to the next area in need of protection.

9



Begin by killing the green centipede, which crawls down the hill first.

10



The purple centipede comes next. Use the same tactics as before. You may also find some mines and a flame thrower by destroying flashing mushrooms. Both will make the destruction of the insects a lot faster.

11



Finally, you must take on the orange centipede, along with several fire beetles. Try to use the fire mushrooms to help destroy the centipedes.

12



With the second area clear, it is time to defend the third and final area. Return to the wooden platforms and head straight across.

13



This is another mining camp in need of protection.



The blue centipede arrives first. Kill it quickly before it can reach the lava pump, which is farther ahead and an easy target for the insects.



Another blue centipede arrives shortly after the first is destroyed. The mushrooms in the area allow the long bag to move quickly towards the lava pump. If you can, get past it and lure the centipede away from the pump and toward yourself.



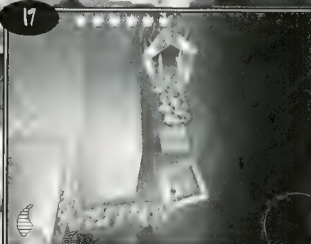
Once the area is secure, pick up some missiles, if there are any around, and head back to the wooden platform.



Make your way back to the rocky path. If you couldn't save all of the lava pumps, you'll notice the lower level is now under lava. It was a good thing you moved the mining carts up the elevator. However, you'll still lose some mining equipment if you didn't save the pumps.



Jump up onto the small wooden platform near the cliffs.



It will take you back up to the top where you began the mission. Finally, enter the building to advance to the next mission.



BORN OF FIRE

The Queen Centipede has sent another one of her special minions to slaughter more miners—a flying beast of unprecedented power. Some of the workers have raised themselves to safety in the cranes while others are still fleeing from the tunnel system. Try to relocate them all and dispatch the insect.

Objective

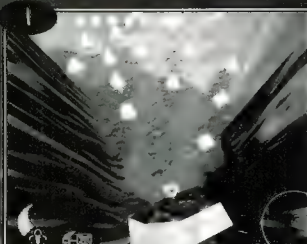
- Rescue the miners

Strategy for Victory



Hint

You'll only be able to relocate the miners if you can get them out of the cranes. There should be switches, which will move them to an area you can access.



This is a tough mission, and you must act quickly because the lava is slowly rising. You begin in a little area with not much room to move around.



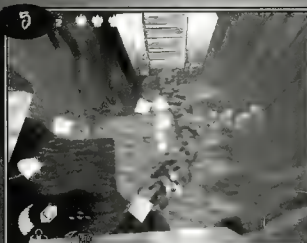
A yellow centipede appears first. Get in close and blow it away.



A green centipede shows up next. The ground in this small area is uneven, so you have to get in close to make your shots hit.



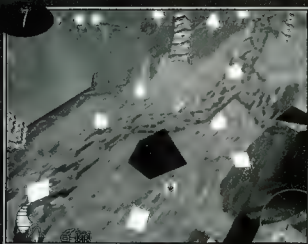
The miners hanging above in the cranes can block your view. Don't let this happen, or the enemy will get you!



The purple centipede is the last to arrive. It moves very quickly, so you must stay on your toes.



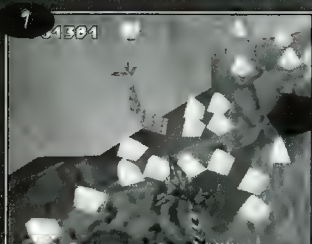
When this little area is clear of the last centipede, the gate will open. Go through it into the next area.



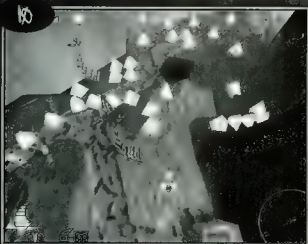
You are in a valley. The enemy will come at you from the rise to the right.



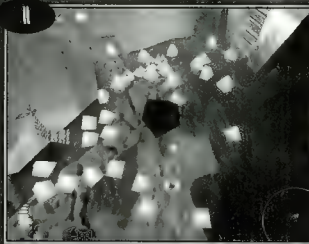
Start by taking out the orange centipede as it comes down the hill at you.



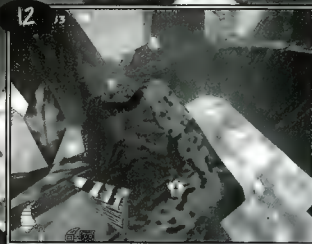
Move up the hill to engage the blue centipede at close range.



Do the same for the light blue centipede.



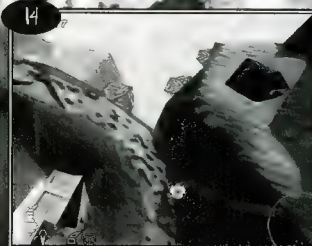
The yellow centipede moves very quickly. By now, there are lots of mushrooms, so the centipede will whip around while your maneuverability will be limited. If you have to, back down into the valley and fight from there.



On the other side of the valley, you will find a couple of extra lives.

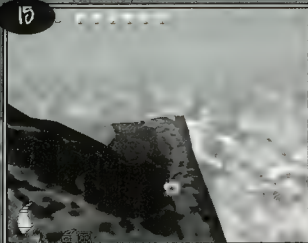


When the last centipede is dead, the gate will open. Go through to find several of the miners waiting to be rescued.



Follow the path leading up to the top. There are some miners scattered about this higher area.

15



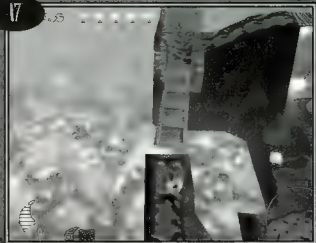
Try to rescue as many miners as you can before the rising lava consumes them.

16



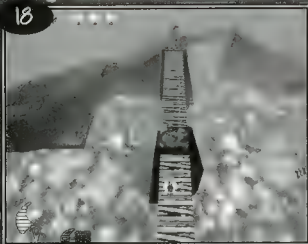
The upper level circles around the sinking island. Be careful not to fall into the lava below.

17



Some of the bridges may have gaps in them. You will have to jump over these gaps to get across.

18



As you are going around, pick up any rockets or missiles you come across. The Queen Centipede has sent a wasp to attack you. It will launch baby wasps to attack you. Shoot them with your lasers.

17



Find an area with a little room to maneuver so you can shoot the baby wasps before they get you. Also watch out for the stingers, which the wasp will fire at you.



Infernum

19

20



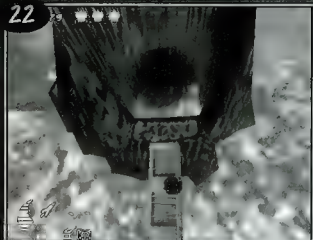
The wasp will usually keep its distance. However, when it comes into view, even for just a bit, launch as many of your rockets and missiles at it as you can. It doesn't take too many to shoot it down.

21



The lava is still rising, so you must quickly head around the upper level in a counterclockwise direction.

22



Make your way to a black spiraling cloud above a pool of lava.

23



Jump into the cloud, and you will be taken to the next world rather than fall into the lava below.

Tip

There are several Wee People being held prisoner in the cranes. Use the switches to lower the cranes and free the Wees.

ENIGMA

Enigma is not really a world, but a plane of existence. The centipedes have decided to invade this home of the centipede heroes of the past. Here you will find a few new types of mushrooms. The rubber mushroom will come back to life just when you think it is gone. Multiple mushrooms explode into nine new mushrooms when destroyed, and the inverse mushrooms can walk around and come after you. The enemy has changed this tranquil resting-place into a deadly battle zone.

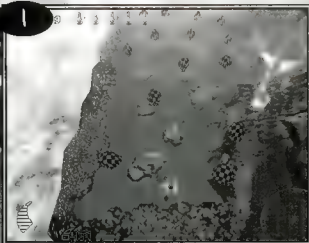
A HEAD FOR ALL SEASONS

The displacement vortex you entered after defeating the wasp has transported you to Enigma. This bizarre realm is where our Druids meditate and where the past centipede heroes have found eternal rest. Now the insects have discovered the dimension and are attempting to take it over. As usual, it's up to you to stop them.

Objectives

- Defend the hero
- Destroy the Mystical Disrupters
- Pick up talismans

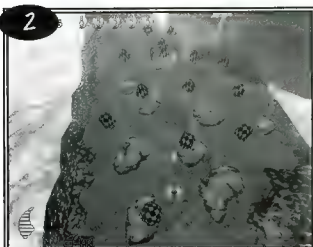
Strategy for Victory



You begin in a grassy meadow near the sea. Enigma is very beautiful with its checkered mushrooms. But it can also be very deadly, so be careful.

Hint

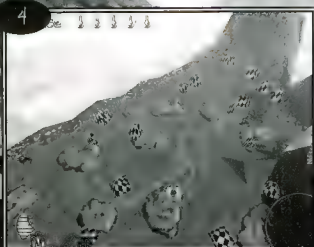
The vile Mystical Disrupters have been created by the Queen Centipede to disturb the mystical balance of Enigma. You must destroy them before they permanently implant themselves in its terrain.



The red centipede begins its attack from the other end of the meadow. Take it out as quickly as possible.



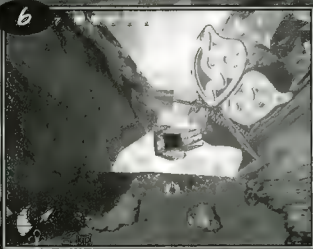
It is followed by a purple centipede with the same purpose—killing you.



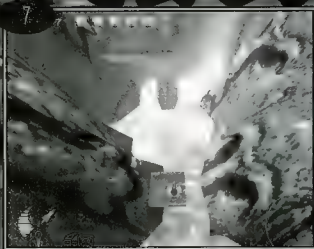
Before you totally eliminate this centipede, be sure to first destroy the Mystical Disrupter. You can jump and shoot to eliminate the Disrupter more quickly.



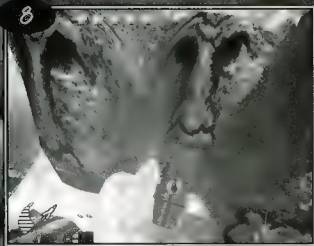
At the death of the centipede, it becomes permanently rooted to Enigma.



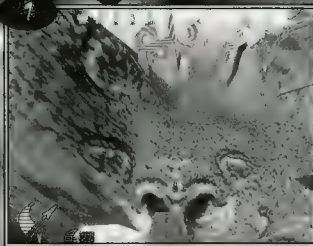
Pick up the missiles and head to the lake in the middle of the island. Hop onto the stone hand. Watch out for those awful batterflies. They will come down and kill you if you don't blast them out of the sky first.



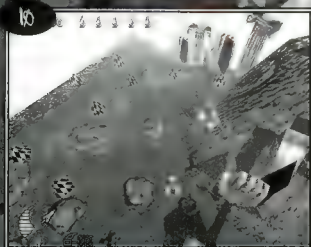
Jump over to the center stone platform.



Then leap onto the tongues, which protrude out of the stone faces.



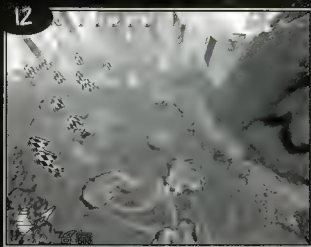
The last tongue will lift you up to the next area.



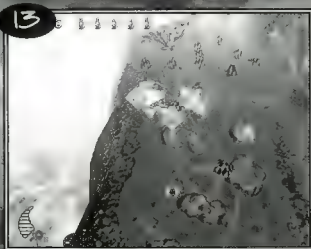
Take some time to shoot all of the mushrooms you see right after you enter this area. Then move over to the left side.



A yellow centipede will attack from the opposite side of the area.



Destroy the second Mystical Disrupter before killing the orange centipede.



A talisman will float down. When it is at its lowest point, jump up onto the basket and grab it. Then finish off the last centipede.



Also be sure to pick up the extra life which will appear.



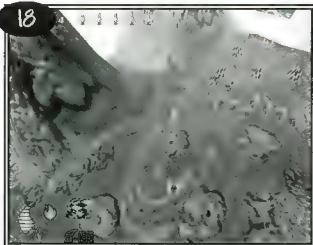
Now you must cross over to the next area. Wait until the stone hand lowers before jumping onto it. Then when it raises, jump over to the next stone platform and on to the grass.



Again, take some time to destroy all of the mushrooms in this area.



The first centipede will not appear until you move to the other side of the region.



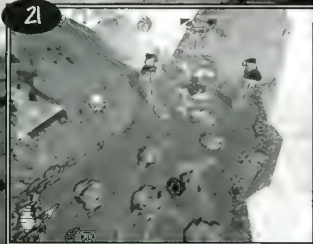
Destroy the third and final Mystical Disrupter.



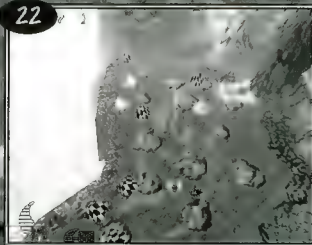
And also get the second talisman.



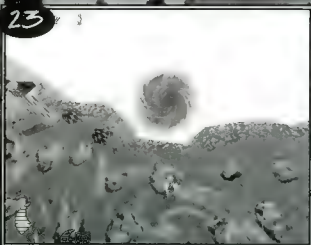
When all is clear, the stones above will lower to form steps. Jump across them to get to the final area.



Shoot all of the mushrooms; then move over to the hero. The hero shield will protect the hero for up to six hits. The number of hits is dependent on how many Disrupters you have destroyed.



Protect the hero by preventing all of the centipedes from reaching and destroying it.



When the hero is safe, another vortex will appear and take you to the next mission.

A HAND OUT—NOT A HAND UP

Used as tools to help the Druids study the stars, the talismans are stored in Enigma for safekeeping. But now, with the centipedes wreaking havoc in the realm, you must find and retrieve these talismans. Otherwise, they will be lost forever, and we'll never understand the bug's centennial assault.

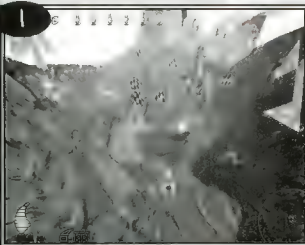
Objectives

- Defend the hero
- Destroy the Mystical Disrupters
- Pick up the talismans

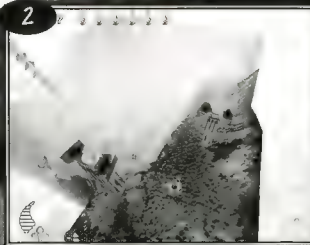
Hint

If you are able to destroy all of the Disrupters on this plane, the Druids will be able to open up special sections where you will find excellent shooter enhancements.

Strategy for Victory



1 Next, kill the purple centipede, which appears to continue where the first failed. A balloon carrying a talisman will appear. Jump up and grab the talisman before the centipede dies.



2 This level of Enigma is filled with stone hands and uneven terrain that will hinder your shooting. You start overlooking a small valley.



3 Get down there and begin taking care of the red centipede.



4 When it is dead, the stone hands will part and allow you to pass to the next area.



5 Jump across on the floating square stone platforms.



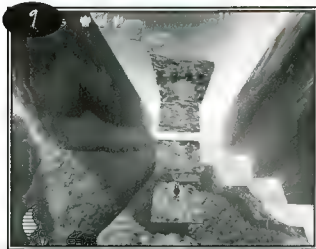
6 Take out as many mushrooms as possible before advancing too far forward and bringing the centipede into the fight.



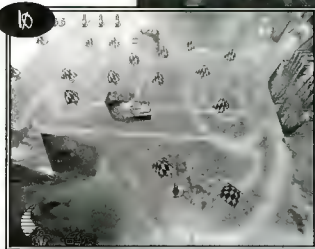
7 You have enough time to destroy the Mystical Disrupter before having to deal with the yellow centipede.



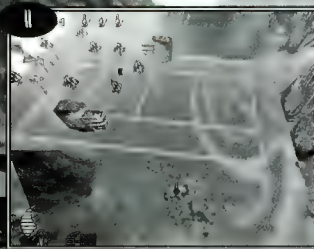
8 When both centipedes are dead, a rush of scorpions will take place. There is a finite number of scorpions; the more you shoot, the more points you get.



7
Jump carefully from platform to platform, so you do not fall to your death below.



8
You will come to a playing field of some type. From the entrance, take some time to blast all the mushrooms you can.



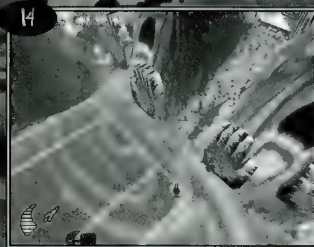
9
The centipedes will appear from the left. Stay near the entrance and shoot diagonally at them.



10
The Mystical Disrupter will appear at the same time as the blue centipede. You must destroy it first, before killing the last segment of the bug, or it will root itself into the ground.



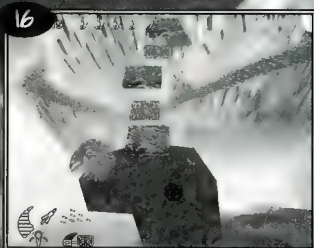
11
A third and final centipede will try to kill you on this playing field. Blow it away.



12
If you destroyed both Mystical Disrupters, the stone hands to your right will open.



13
Go through them and jump onto the floating island below.



14
There you will find shields, a burst power-up, and an extra life.



Then jump across the stone platforms to the final area of this level.



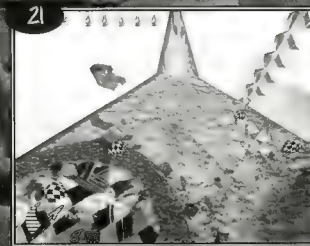
If you did not destroy both Disruptors, you must go through the other pair of stone hands at the playing field.



Follow the long and narrow path as it winds around.



Watch out for spiders and butterflies along the way.



This path will also take you to the final area. As soon as you get there, the green centipede will attack from the opposite side.



When the centipede is dead, follow the pointing hand to the next centipede attack.



You must prevent these centipedes from reaching the hero in the center of the area.



If you have to, move past the insect, so you will lure it towards you and away from the hero.



When the hero is safe, a vortex will appear and take you to the next mission.

SHOW ME THE KAROMA

A wise Druid once said, "Battling the centipedes is not a part-time job." Thus the realm of Frigma was explored by the Druids, so they would have a quiet place to concentrate on discovering a way to end the conflict with the centipedes. Now do you understand why it is so crucial to defend it, hero?

Objectives

- Defend the hero
- Destroy the Mystical Disrupters
- Pick up talismans

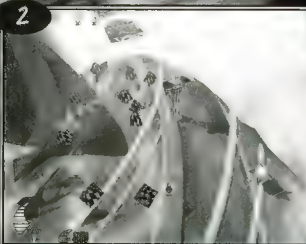
Strategy for Victory

Hint

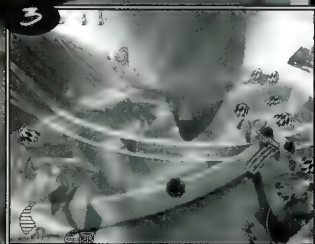
By now, you have become acquainted with that unique breed of nasty known as Fungus Slayiforus (also called killer mushrooms), a variety of toadstool best avoided. And you thought it was safe to venture into the mushroom patch.



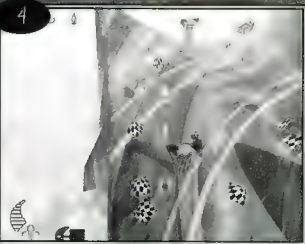
The shooter begins at one edge of the level.



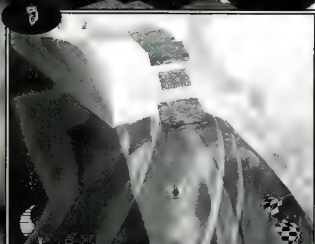
Quickly get into the action and destroy the red centipede.



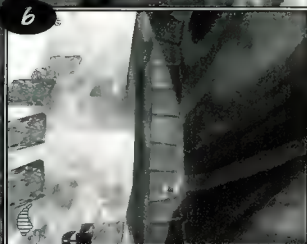
Next, take out the Mystical Disrupter as well as the purple centipede.



Watch out for the green centipede, which will sneak up from behind if you are not careful.



Now that the area is clear, jump across the water on the floating stone platforms. Beware of the smaller, brownish ones. They will drop into the water if you stay on them too long.



Then follow the tile path up to the top of the mountain.



Don't let the butterflies get you as you cross the next set of stone platforms.



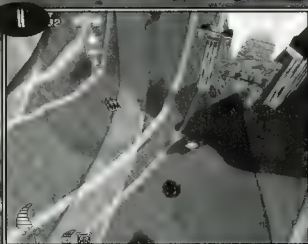
Pick up the shields on the green island before continuing on to the next area.



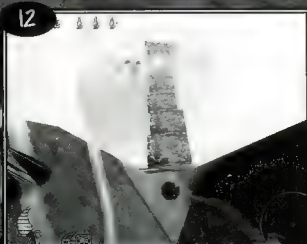
As soon as you get there, the yellow centipede will be arriving from the right.



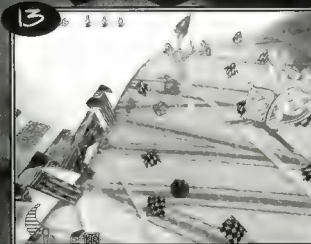
Use power-ups such as spray shot to quickly defeat the centipedes here and don't forget to grab the talisman.



When the area is secure, pick up the extra life and head out through the opened gate.



Jump across another set of floating stone platforms.



When you get to the next area, take out the centipedes as well as the Mystical Disrupter.



With the Disrupter destroyed, you can turn your full attention on the insects.

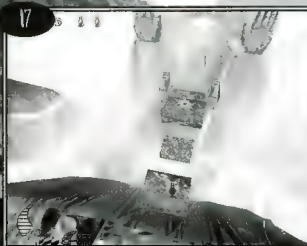




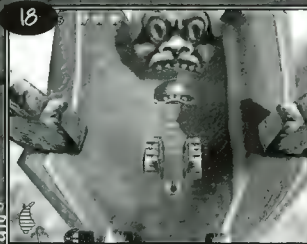
Be sure to pick up the talisman as it floats down from the sky. If you don't get it before the purple centipede is dead, it will disappear.



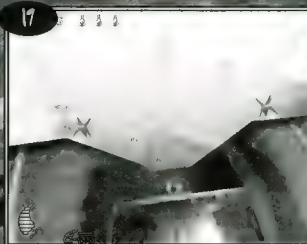
When all of the centipedes are dead, a swarm of fleas will come after you. Make your way to the gate as fast as you can.



Jump across the stone platforms and pick up an extra life along the way.



Make your way past the closing hands and jump into the statue.



You are now at the final area. Get down to the bottom quickly since a centipede is already on the way to the hero you must protect.



Get rid of the green centipede first.

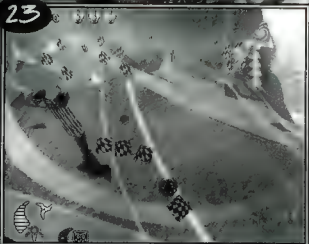


Then kill the yellow centipede, which attacks from the other side.



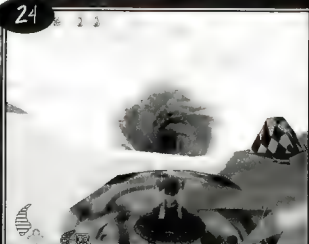
Next, an orange centipede will try for the hero from the middle of the region.

23



Finally, three centipedes will attack—one from each side. You must move quickly to stop them both.

24



When the hero is saved from the insects, head over to the vortex and jump into it to go to the next mission.



GO FIGURE

On this plane of Enigma, reality has been warped in a bizarre and inexplicable way. It seems you need to follow a specific path in order to stop the centipedes from regenerating. Only then will a displacement vortex appear to transport you to safety. If you cannot divine the path, you may be stuck here forever.

Objectives

- Defend the hero
- Destroy the Mystical Disrupters
- Pick up the talismans

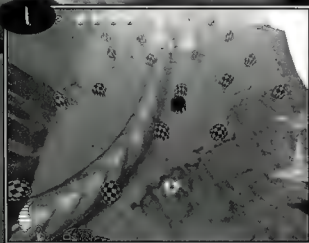
Strategy for Victory

Hint

Indigenous to Enigma, the butterfly is said to be one of the most intelligent of all insects. Perhaps there is a way you can use its intelligence to your benefit?

Tip

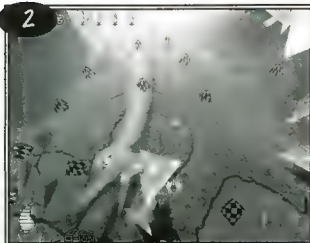
In this area, you can get bonus items at the top of the area, floating on the island. However, you can only access this area while the centipedes are active.



The shooter begins on a grassy area.

Enigma

2



Move forward and begin attacking the red centipede. Watch out for spiders, which will jump down on you from the left; as well as butterflies, which will swoop down from overhead.

3

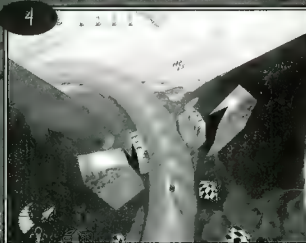


Quickly destroy the Disrupter before you begin firing at the purple centipede.

Tip

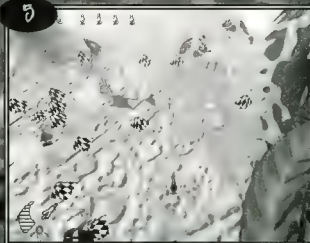
When the area is clear of centipedes, two gates will open. Which one should you go through? The key is to watch the butterflies. They will fly over the area and then over the gate you must move through. If you are looking from overhead, the shooter must travel the level in a "figure eight" pattern.

4



Follow the butterfly through the gate, near where the centipedes appeared, to the next area.

5



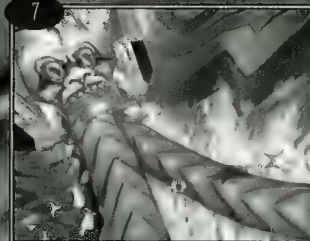
Grab the talisman floating overhead, and then deal with the green centipede making its way toward you.

6



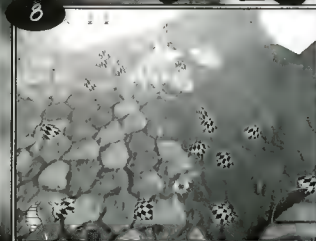
The Mystical Disrupter will appear at the same time as the yellow centipede. Take out the Disrupter, then deal with the bug.

7

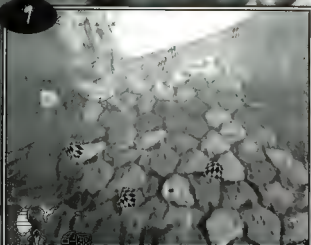


When this place is clear, go through the mouth of the stone head in the middle of the level to the next area.

8



Pick up the talisman and then destroy the orange centipede.



Then take out the Disrupter followed by the blue centipede.



Watch out for the killer mushrooms. They look just like the rest, and your peripheral vision may have trouble picking them out of the clutter before they close in and kill you.



Now follow the butterfly out the gate to the right.



Jump onto the stone platforms to the left to find a rocket on a small floating island. Then make your way back to the area below.



At the other end, the red centipede is making its way towards the hero.



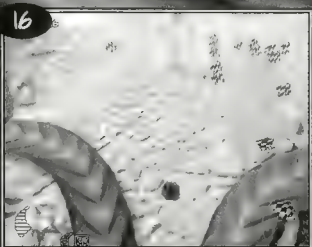
Kill it, as well as the purple centipede that arrives later.



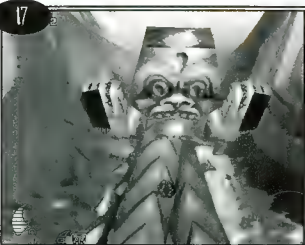
When the hero is safe, follow the butterfly out the other gate to the second area.



Here you must do battle with a green centipede.



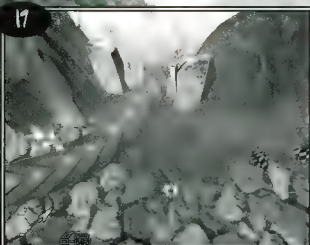
as well as a yellow one.



Next, move through the mouth of the stone head again.



Now you must take out another couple of centipedes, first an orange one, then a blue.



Now follow the butterfly out the gate on the left to the first area.



There you will find the vortex that will whisk you away to the next mission.

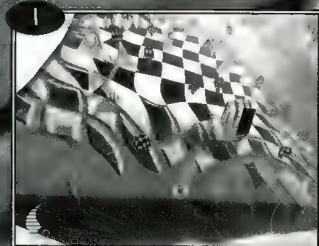
THE SLOPE'S ON YOU

In this plane of Enigma, the terrain is entirely sloped, and you may need to rethink the way you battle the centipedes. The Druids have used their remaining power to send as many shooter enhancements as possible. And destroying all of the Disrupters on this plane will enable them to assist you even more.

Objectives

- Defend the hero
- Destroy the Mystical Disrupters
- Pick up the talismans

Strategy for Victory



This level is filled with terrain that goes up and down, but is rarely flat.



Begin by attacking the red centipede. Rather than shooting up or down the hill, shoot across at the enemy from the same elevation.

Hint

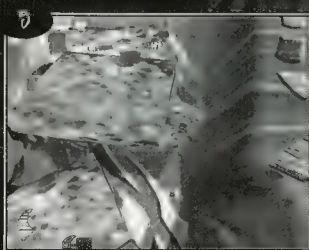
The key to this plane is orienting the shooter correctly, so its shots don't get lodged into the ground or fly over insects' heads. Think about it, young hero, and all will be clear.



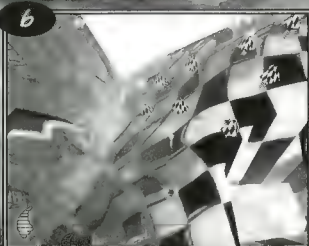
3 A ground skimmer appears after the first wave on the island to the left of this area. The purple centipede appears next.



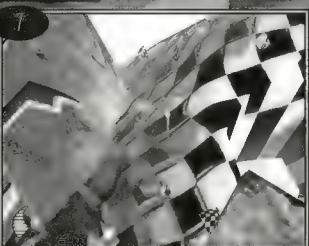
4 However, grab the talisman first.



5 When both centipedes are dead, head to the next area by moving underneath the floating stone platforms and through the archway.



6 Stay down low for the first bit and shoot the green centipede.



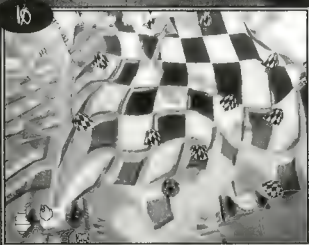
7 When it is dead, destroy the Mystical Disruptor that appears, followed by the orange centipede.



8 After you have cleared the area, jump onto the stone hand when it is low. And ride it up to the grassy floating island to retrieve an extra life.



9 Follow the path of stone platforms to the next area.



10 This section contains a large hill right in the middle.



11 Move to the left side and fight the centipedes on the relatively flat ledge at the base of the hill.

12



After killing the blue centipede, race up to the top of the hill to destroy the second Mystical Disrupter.

13



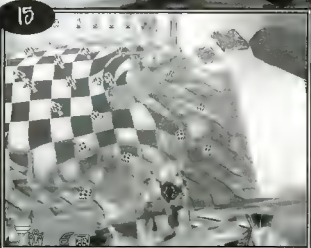
When it is gone, climb down and deal with the purple centipede.

14



If you take the stone platforms out to the floating island, you can get a shield and the ground skimmer power-up. This power-up is a great tool for killing the enemy on this level. Pick them up wherever you can find them.

15



After killing all the centipedes here, move through the opened archway to the next level.

16



You must defend the hero from attack by the insects.

17



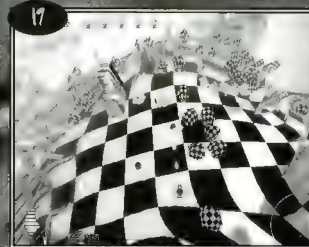
Use power-ups such as the flame thrower to burn the green centipede before it can get to the hero.

18



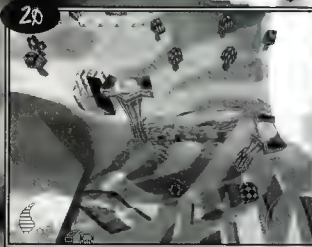
If you follow the stone platforms to an island, you will find a ground skimmer, shields, and an extra life.

19



Finish off the remaining centipedes before they can get to the hero. The next area is only available if you destroyed all of the Disrupters.

20



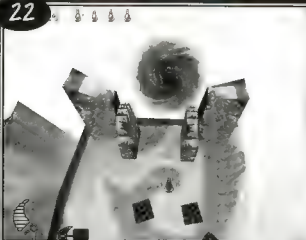
You are now ready to enter the final area by passing through the opened archway. There are bonus areas to the left and right of the hero.

21



You pass through sets of stone hands that move back and forth. Be careful not to get caught between them when they close, or you will be crushed.

22



The vortex to the next mission is located at the end of this area. All you have to worry about are the stone hands and killer mushrooms. All of the insects are gone.

Hint

The creature you battle here gains strength from the Mystical Disrupters. If you manage to destroy the Disrupters in this area, the insect will grow weaker, making it much easier to defeat.

LOGG-A-RHYTHMIC

Long ago, there was a Druid named Logg who pursued a more spiritual, less scientific method of dealing with the insects. He was called a madman, shunned by his fellow Druids, so he retreated to his Mad Tower. Now this tower has been webbed up by some fiendish arachnid Logg never foresaw. In memory of Logg's vision, you must defeat the creature and free the tower.

Objectives

- Destroy the Mystical Disrupters

Strategy for Victory



Tip

This is a very tough mission. It is important to follow all instructions closely, or you will just make it tougher for yourself.

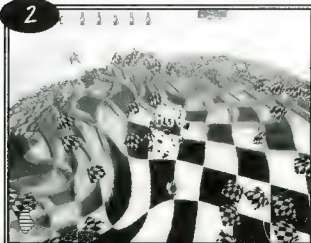
1



The shooter begins on a small plateau, overlooking a large circular mesa surrounded by a dry moat. Hop across the stone platforms to the mesa.

Enigma

2



After you are on the mesa, a bunch of fleas will hop forward you, planting mushrooms as they go. When they are done, the purple centipede will appear.

3



If you move forward and to the left, you will find a power-up giving you invulnerability for a short amount of time. Grab it and go after the centipede.

4



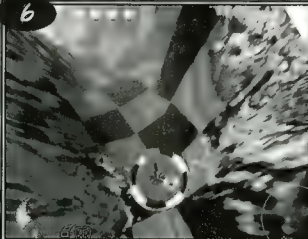
When the purple centipede is dead, a green one will come after you.

5



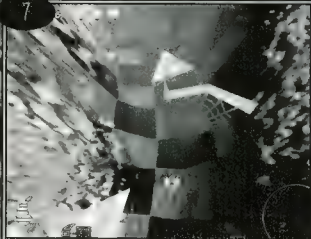
Rather than kill it now, you must go after one of the Disrupters. The red stone hand appears, pointing off the edge of the mesa.

6



Jump down where it points and run into the red switch. This will open a gate behind you.

7

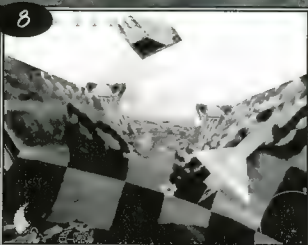


However, because you cannot jump up the hill between the switch and the gate, you must go all the way around the moat.

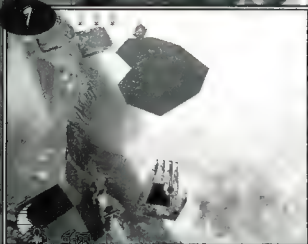
Tip

Down in the moat, you will find lots of spider webs. They are deadly, so don't run into them. If you do, you will die and be returned to the top of the mesa. There is also a large boulder that rolls around the moat. You must avoid it or be smashed. If you hear it coming, hide behind a spider web since the boulder goes around webs.

8



When you get to the open gate, wait for the stone hand to lower all the way before jumping onto it.



Ride it up to the grassy floating island and jump across when the stone hand is at its highest point.



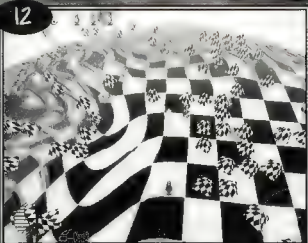
Destroy the Disrupter before it can plant itself into the terrain of Enigma.

Tip

You must destroy all three of the Mystical Disrupters before they become a permanent part of the Enigma landscape. By doing so, you will decrease the hit points of the giant spider at the end of the level by half.



Now cross the stone platforms back to the mesa where the green centipede is still waiting for you.



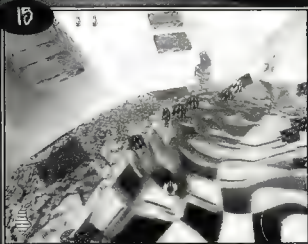
Go ahead and kill the green centipede at this time.



When the centipede is dead, several spiders will appear to eat the mushrooms. You have to keep a close eye on them, so they don't hop on top of the shooter and kill you. Shoot the mushrooms to help the spiders clear the mesa and decrease the amount of time you have to put up with them. When almost all of the mushrooms are gone, floods will appear to plant more.

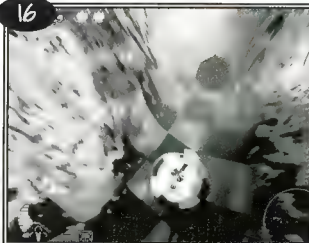


When they are done, a blue centipede will appear on the mesa near the tower. If you move to the left side of the tower, you will find a couple of shields.



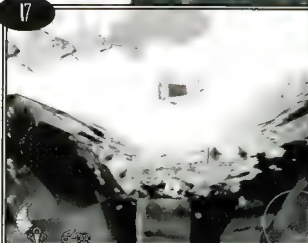
Once you have killed the blue centipede, a red one will come after you. However another stone hand has appeared. This time it is yellow.

16



Jump down to flip the yellow switch below. Then follow the moat around to the open gate.

17



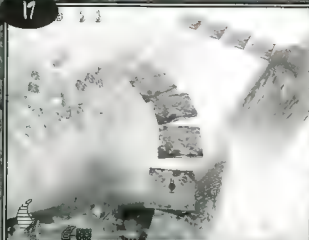
Jump down onto the stone hand and ride it up to the grassy island.

18



Destroy the second Mystical Disrupter.

17



Then move across the stone platforms, back to the mesa where you can now finish off the red centipede.

20



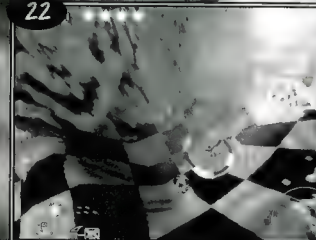
The spiders and fleas will then come to take care of the mushrooms. When they are done, a yellow centipede will arrive to attack you. To the left, near the edge of the mesa, you will find a bubble filled with three extra lives. Be sure to pick this up. You will need all the extra lives you can get.

21



When the blue stone hand appears, it is time to head back down into the moat.

22



Flip the blue switch and head around the moat to the opened gate.

23



Ride the stone hand up to the island and destroy the third Disrupter. Then head back across the stone platforms to the mesa.

24



Now you must finish off the orange centipede. Before you kill off the last few segments of the insect, try to gather as many power-ups as you can.

Throwing stars are great if you can find them. While waiting for fleas to appear and plant flashing mushrooms, just shoot the existing mushrooms and stay away from the centipede.

25



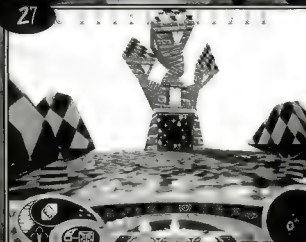
When you are ready, kill the last little bits of the centipede. Then the giant spider will appear.

26



Before you get too involved fighting the giant spider, head over to your left as you are facing the spider. Grab the shields located near the edge of the mesa. If you die, the shields will be regenerated at the same spot, so be sure to grab them again.

27



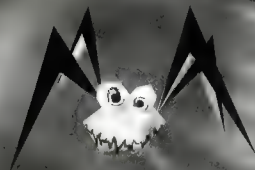
After the giant spider is dead, head over to the tower and enter it to end the mission and go to the next world.

Tip

This is a very tough boss to kill. The giant spider will fire projectiles out of its mouth, as well as lob web bombs at you. Try to get in behind it. Then strafe left and right to keep it facing away from you. If it gets around and begins shooting at you, stop firing and run away. If you stop shooting, it will stop after a bit as well. Then get in behind it again and do more damage. You must also watch out for the web bombs. If they don't hit and kill you instantly, they will spawn two little spiders, which will also come after you. Fire your laser, and the giant spider will stop lobbing bombs and begin firing projectiles again.

Tip

One of the people at Leaping Lizard (the game developers) was able to pull off a very tricky strategy. At the beginning of the level, when you face the purple centipede, guard the bubble with the Invulnerability power-up. Do so until the giant spider appears. Then quickly grab the power-up and go after the big bad boss. You have to forgo destroying the Mystical Disrupters in order to protect the power-up, but it will give you enough time to eliminate the giant spider without having to worry about the double hit points.



Engine

89

Evile

Now that you have secured all of the Wee People's lands, it is time you got to the source of the infestation. You must now go to the world of Evile where the Queen Pede has set up her nest. It will require all of the skills you have learned in the past missions to take on the new insects the Queen will throw at you. Good luck, and may the power of the Druids be with you.

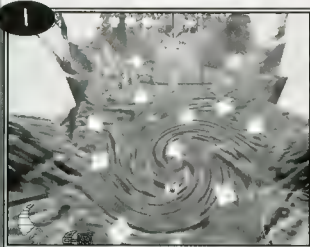
A HERO'S RECKONING

You have arrived in the heart of all evil, a land so vile no Wee People except the heroes have ever ventured there ... willingly. It is fitting that, every century, the Queen makes her home amidst the slime, filth, rot, and decay of Evile. You must fight through the muck and the mire to reach the Queen, saving your imprisoned brethren.

Objectives

- Rescue the Wee Prisoners
- Free and recover the talismans

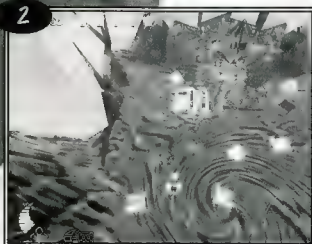
Strategy for Victory



You begin in a small area of Evile. Ahead of you is one of the talismans you must free. However, you cannot get it just yet.

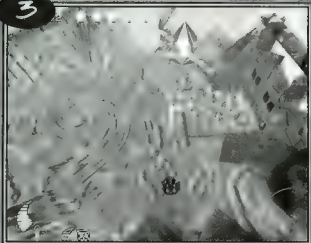
Hint

The Queen has captured some of the Druids' talismans and placed them in special cages, which you must destroy to retrieve the artifacts. Be careful—the cages most likely have a defensive mechanism.



Concentrate on eliminating the first centipede as quickly as possible.

3



When it is dead, another centipede will come after you. A crate has also been sent through a vortex by the Druids. Shoot it to reveal a couple of shields, which will give you a little help in dealing with the insects of this level.

5



Then head out the opened gate.

8



This area contains the second talisman and two prison cells. Get started by going after the centipede.

Tip

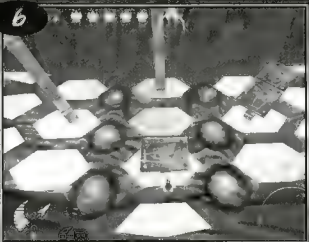
Kill most of the blue centipede, but not all. Then shoot at the ring moving up and down the cage holding the talisman. This will release the talisman for you to pick up. However, it will also release two large spiked objects that will bounce around trying to kill you. If you kill the centipede before shooting the cage, the talisman will be destroyed.

4



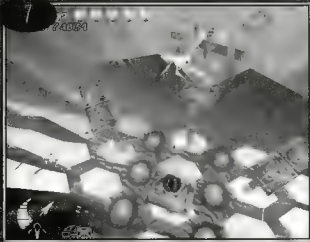
After you defeat the second centipede, another crate will arrive from the Druids. This one contains missiles. There must be some flying insects ahead.

6



While watching out for mosquitoes and dragonflies, jump down onto the first metal platform.

7

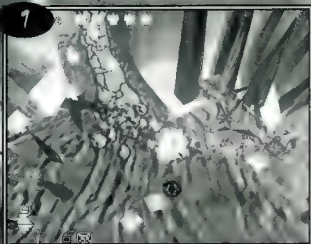


When it is high, jump down to either the left or right platform, then to the next platform, and finally to the next area.

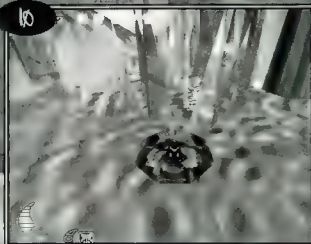
Tip

The roach is a new insect appearing in this level. Like the flea, it can hop after you and can only be killed when it is on the ground. It can change direction and will come after you no matter where you move. The best tactic to use against roaches is to back up as they come after you and fire as they hit the ground.

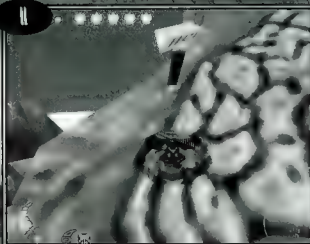
End



To the right, a crate will appear with some more shields.



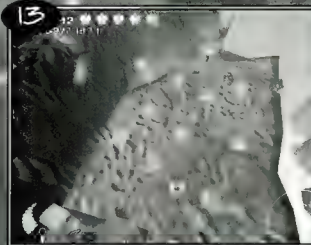
Be careful not to shoot the Wee Prisoners. They are safe from the insects in their cells for now.



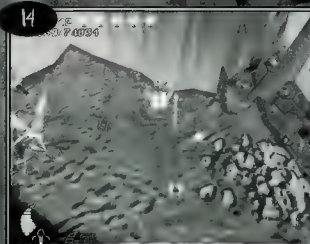
However, you must rescue them before you kill the second centipede, or they will die. Climb up the paths leading from the center and bump into the levers to open the cells. Then get back down to rescue the Wee Prisoners before they are killed by the insects.



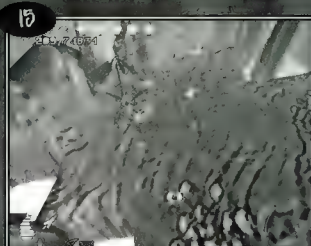
After the second centipede is dead, head up one of the paths, either left or right to the open gate and the next area.



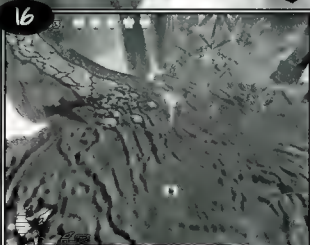
The lever is at the opposite end of the area. Nudge it to release the prisoners by the gate.



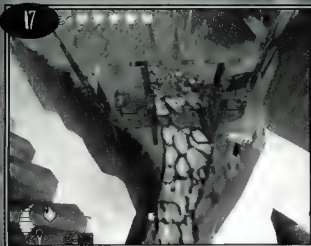
After you kill the first centipede, a crate with missiles will appear along with a second centipede.



Once the area is clear, head back down the path to the center area. Hurry and get the crate by the talisman. It contains two extra lives!



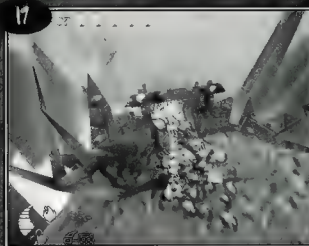
When the ring around the talisman's cage begins moving, shoot it and free the talisman. Grab it quickly; then watch out for the spiked spheres as you finish off the centipede.



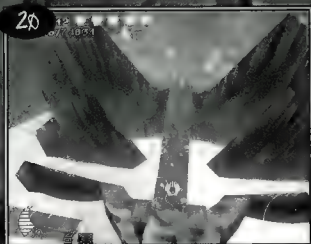
Now head up the second path to another area where Wee People are being held prisoner.



Defeat the centipedes and release the Wee Prisoners by running into the lever at the opposite end of the area.



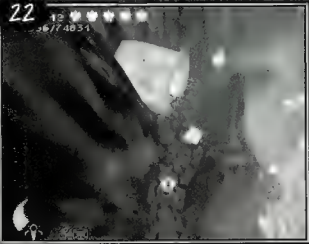
After the centipedes are dead, head back down to the lower area. A bunch of roaches will come up the path to get you. Power-ups such as the flame thrower will toast these hopping bugs before they can get to you.



Move into the center area, then across a lowered bridge.



Watch out for the dragonfly as you ascend the path to the top. Take either the right or left, both go to the same place.



At the top, you will find a portal.



Move into the portal to advance to the next mission.

THIS MAD MACHINERY

We first encountered Evile many centuries ago when the very first centipede hero tracked the Queen to the land. We didn't think the insects were capable of metallurgy. But the devices the centipedes use to imprison our people are quite complex and most deadly, a situation you must correct.

Objectives

- Rescue the Wee Prisoners
- Free and recover the talismans

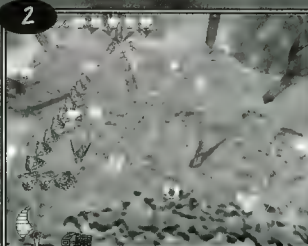
Strategy for Victory

Hint

The talisman cages also disrupt the flow of Wee Magic, as did the Mystical Disruptors in Enigma. If you destroy them, the Druids may be able to allow you access to otherwise unreachable areas.



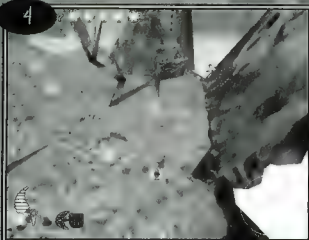
1 You begin the mission overlooking the caged talisman and six Wee Prisoners.



2 You must face off against centipedes as well as a roach, fire beetle, and spiders. Two centipedes will come from the left side, then two more will come from the right. Watch the Mystical Pointer, which will direct you to the next attack.



3 There are two levers on the right side of the area. Activate them to release the Wee Prisoners.



The three cranes will pull the Wee Prisoners over the ground and then lower them. You must release them after you activate the switches.



Be on the lookout for crates from the Druids. They contain helpful items such as shields and invulnerability power-ups.



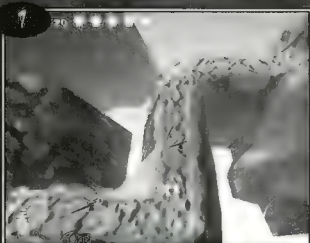
Destroy the talisman cage and rescue the talisman before killing the fourth centipede.



When the area is clear head to the lowered bridge on the left side. You will be able to access the crate to the left of the bridge.



Jump across on the ledges to retrieve the crate with shields and an extra life. Then return to and cross the bridge.



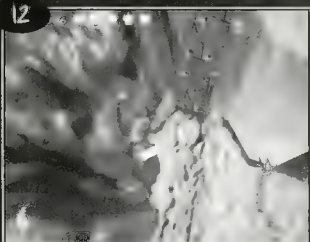
Watch out for roaches as you follow the narrow path to the second area.



You must rescue some more Wee Prisoners in this area.



The centipedes will attack from the opposite side of the area. Get those lasers firing!



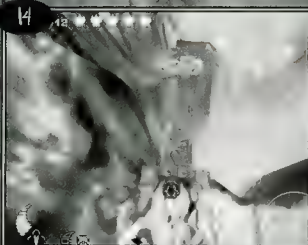
The lever to release the Prisoners is located up the path at the far side of the area.

13



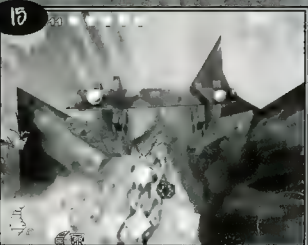
A crate will arrive bearing shields. Use these to protect you as you destroy the talisman cage.

14



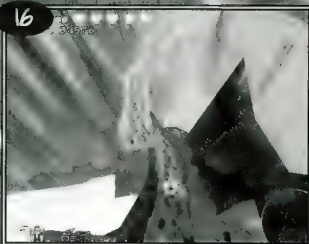
Once the area is clear, you can advance to the next area. If you destroyed both talisman cages, you can cross this bridge and pick up some power-ups on your way.

15



However, if you failed to destroy the cage, you have to go the long way around, through the opened gate.

16



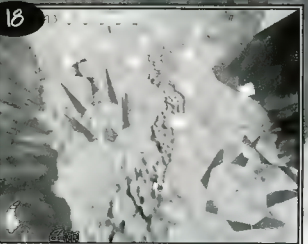
You must again watch out for roaches as you follow a narrow path.

17



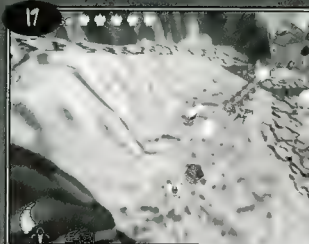
Either way you go, you will end up at the final area.

18



There are two prison cells that must be opened.

17



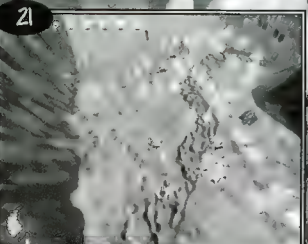
Both of the levers are at the same end where the centipedes appear. One is at the lower level.

20

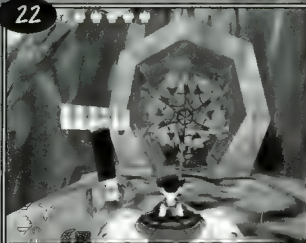


The other lever is located up the path, near the portal.

21



After you defeat all of the centipedes here, a stampede of fleas will come hopping at you. Stay out of their way.



Then head for the portal and move into it to go to the next mission.

Strategy for Victory

CURIOSITY CAUGHT THE WEE

Wee Explorers once ventured to Evile during the Queen's dormancy. They sent back a messenger who reported that the strange machinery still operated even though all the insects were nowhere to be found. The messenger died of a strange ailment shortly after his return, and the Explorers, who had stayed to study the machinery, were never seen again.

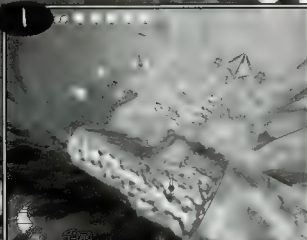
Objectives

- ★ Destroy the Wee Jails
- ★ Rescue the Wee Prisoners
- ★ Free and recover the talismans

Hint

The centipedes have trapped a number of Wee Prisoners in an area soon to be flooded. You must destroy the jails and cranes there, saving as many of our people as you can before it is too late.

1



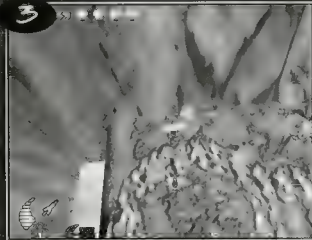
Your shooter starts out overlooking the first area.

2



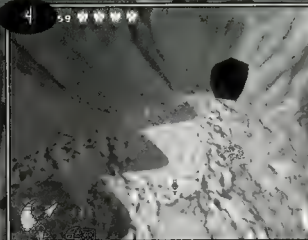
Get down and grab the missile in the crate and begin fighting the centipede and its minions.

3



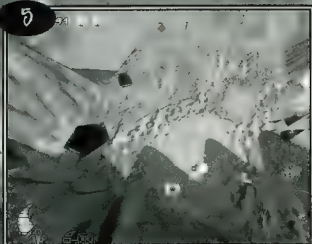
The lever to release the Wee Prisoners is located on the right, near the green river.

4

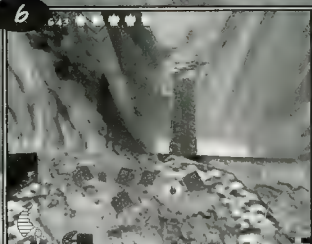


The prison is located in the left corner. Shoot at it to destroy it and release more Prisoners.

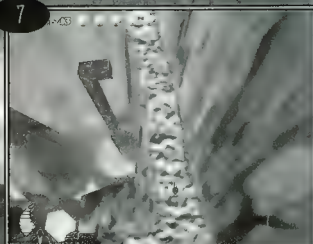




Watch out for the enforcer flies overhead as you do battle with the centipedes. Destroy the cage to release the talisman.



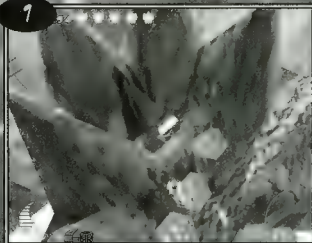
When the area is clear, a bridge will lower. Cross it quickly and head to the next area.



Follow the path as fast as you can, watching out for roaches that will jump out at you.



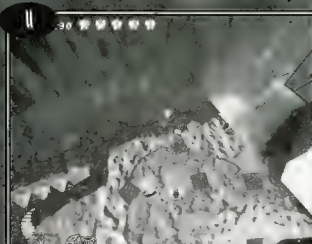
You must make it to the bottom of the level and rescue all of the Prisoners there before the area floods. The levers will activate the cranes. You must shoot the prisons to release their occupants.



You will have to jump up some ledges to get to one of the levers. And the crate near one of the cranes contains some Shields.



When you have rescued all the Wee Prisoners you can, head across the bridge to the next area.



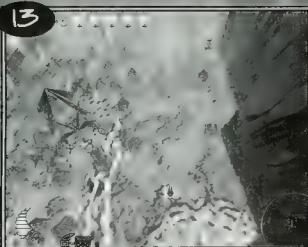
The levers for the prison cells are located at the opposite end of the area.



You must fight your way through centipedes, scorpions, roaches, and mortar bugs to get to the levers. Watch out for the enforcer flies that will drop bombs down on you.



13



You must also release the talisman from its cage and rescue it. Be sure to rescue the Wee People on the treadmills.

14



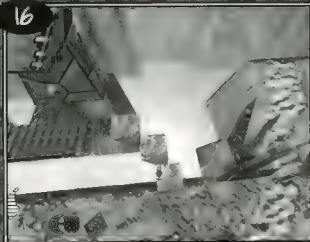
Eventually, you will be attacked by centipedes from two different sides at once. Shoot at one and get past it, so you only have to defend yourself from one side.

15



When all is clear, a bridge will lower leading to the next area.

16



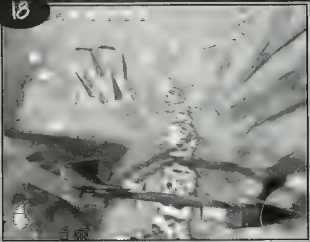
However, instead of going across, move to the right of it and hop up the steps to the conveyor belts. This area is only available if you destroyed both talisman cages.

17



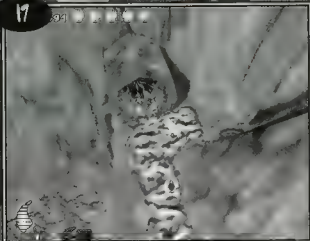
Jump across the conveyor belts and then up onto another bridge leading to a crate. Inside you will find an extra life.

18



You can now enter the final area.

19



The lever is located up the path on the right side, near the portal.

20



Rescue the Wee Prisoners, then fight off the insect attacks.

21



At the end, three centipedes will attack you at once, from three different directions.

File

22



Get into one of the corners and fight off the centipedes from only two directions. The rock will cover the other two. This is a tough fight, and a spider or other bug may jump down onto you with no warning.

23



When all of the centipedes are history, head up the path to the portal and enter to go to the next mission.

THINGS CRAWL IN THE DARKNESS

In each of the lands you have visited, there have been certain insects that could survive only in that climate. But all the insect species seem to thrive in Evile, as if they were feeding off some strange negative energy found only there. But a few more insects shouldn't prove too much of a challenge for you, hero.

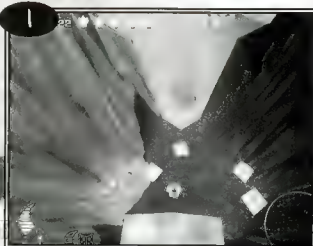
Objectives

- Destroy the Wee Jails
- Rescue the Wee Prisoners
- Free and recover the talismans

Strategy for Victory

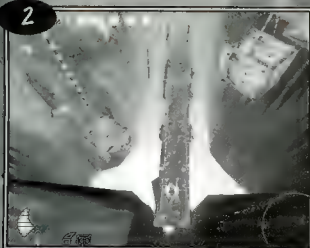
Hint

The steel spikes launched from the talisman cages do have one weakness—the strange green bile, which flows throughout Evile. If you can lure the contraptions into the toxic fluid, they will surely be destroyed.



You exit the portal into the next level.





Jump onto the steel passageway and make your way past the spinning cutters. When one moves away, move adjacent to it. Then wait for the next to move away before advancing again. You should have no trouble getting through here.



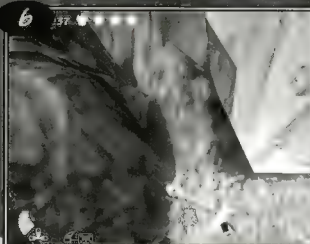
After passing the cutters, jump onto solid ground. Here, the path separates and you can go either left or right.



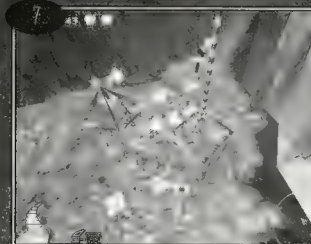
Head to the right and go through the gate.



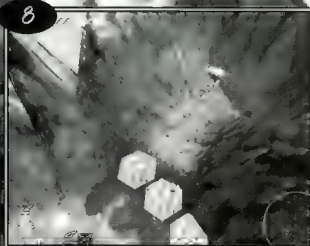
The green centipede will appear from the right.



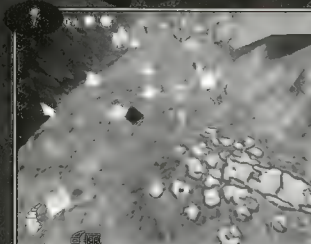
Make your way past it to the lever. This will activate the crane and release the Wee Prisoners being held out over the green bile.



Position the shooter to catch the Prisoners as they fall from the cage.



The second switch is to the left of the entrance gate. Jump up the ledges to activate it and release the Prisoners from the cell below.

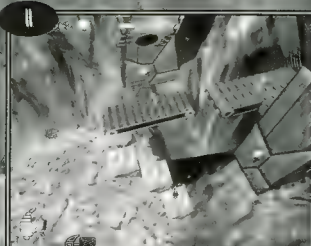


Finish off the centipedes, but not before rescuing the tallman from its cage. When the steel spikes come after you, eliminate any remaining centipede segments. Then run out the gate and down the narrow path towards the dead end. The spikes will follow and fall into the green bile to their destruction.

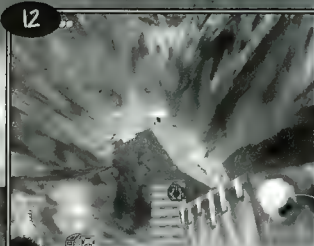




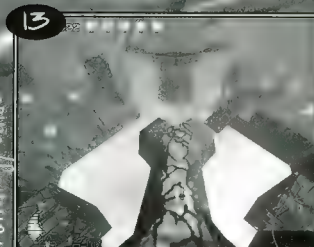
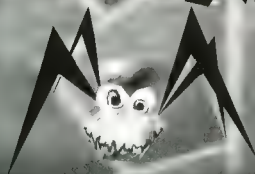
Now make your way along the path to the other gate.



Jump up the steps to the conveyor belts to rescue a couple of Wee Prisoners.



Continue across the conveyor belts to a switch. It activates the spike cage and will release the Prisoners being held aloft in a cage. The other switch is located on the other side of the area and activates the crane. Rescue all the Prisoners and kill the centipedes to open the gate.



Now head down the narrow path.



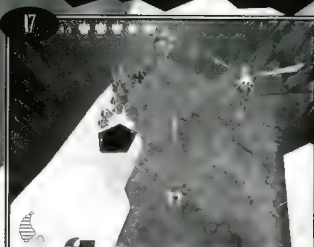
Cross over the lowered bridge on the right to the next area.



Quickly destroy the two prisons and rescue the Wee Prisoners inside.

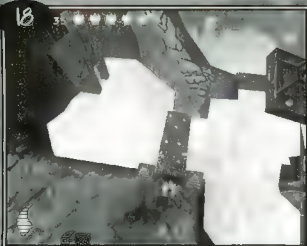


Then go after the centipedes and other bugs that come after you.



Beware of the mosquitoes as they swoop down to attack you. You should find some missiles in crates sent by the Druids. Use them to shoot down the flying pests.

16



When the area is clear, cross back to the path, then across another bridge.

17



Destroy the prisons and rescue the Prisoners. If you don't hurry, part of the area will already be flooded.

20



The Druids will send you some super missiles in a crate. Pick them up and get to work.

21



Kill the centipedes and other bugs until the ring of the talisman cage begins to move up and down. Then concentrate your fire on the cage and rescue the talisman.

22



After killing the remaining centipede, head back to the path across the bile.

23



Then jump across to the stone platform in front of the large carved spider.

24



Make your way over the carved spider's back. Watch out for roaches and mosquitoes as you are doing this.

25



Move into the portal to advance to the next mission.



YOUR BACK'S AGAINST NO WALL

None of our Druids can understand exactly why the centipedes would trap the Wee Prisoners in those strange devices, yet provide switches which can free the captives. It suggests that the centipedes do not fully understand these machines and have only found and then adapted them to their own purposes.

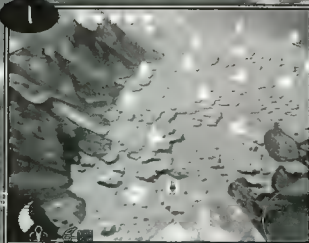
Objectives

- Rescue the Wee Prisoners
- Free and recover the talismans

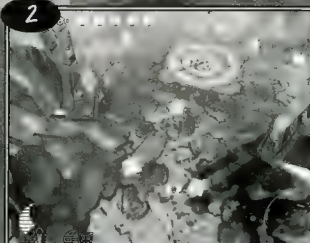
Strategy for Victory

Hint

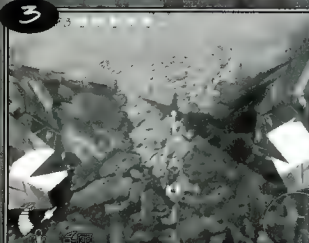
The centipedes now have you trapped in an area where they can attack you from all directions. You'll need to be constantly watching your back if you hope to survive this predicament.



The shooter begins in one quarter of this level.



Move forward to the center, and you will find a Mystical Pointer. It shows the direction of the next attack, which is straight ahead. You can also use your radar to see where the centipedes are located.



Attack the centipede, as well as the bugs it brings along with it.



You will find strange platforms that can carry you to the levers. These levers activate cranes holding Prisoners in cages.



While you are fighting on the ground, enforcer flies will drop bombs on you from above. The key is to keep moving.



Try to kill the centipedes before they reach the center of the level.



Be on the lookout for bonus items such as extra lives.



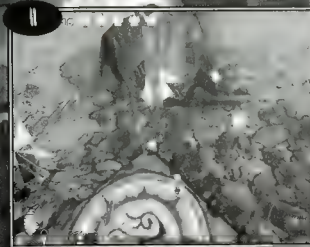
Each of the four quarters has Prisoners who must be freed from their crane cages. Run to the levers to make the cranes release the Prisoners.



When two centipedes appear at the same time, in different quadrants, it is time to free one of the talismans from its cage.



By the time you kill the first centipede and rescue the talisman, the other centipede should have reached the center of the level. Be careful not to back up into it.



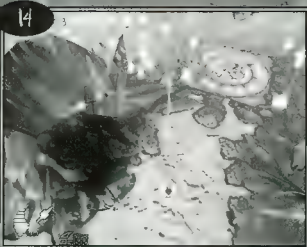
Next, three centipedes will all come after you from three different quadrants.



You must stay alert and watch your radar to see if anything is sneaking up behind you. Mortar bugs and roaches can ruin your day if you are not careful.



When four centipedes show up, it is time to get the second talisman. Destroy the cage and watch out for the metal spikes.



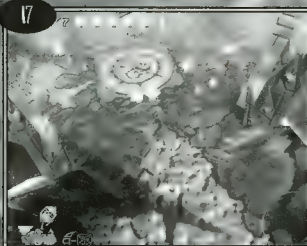
If you must fight in the middle of the level, be sure to watch your back since fleas and roaches may attack from behind.



This level contains a lot of power-ups. Grab them and use them to blast away the bugs before they can kill you.



Several extra lives will appear in the center of the map. Get them. You will need them to complete this tough level.



Once you have killed all four centipedes, the middle of the level will become a portal. Move into it to advance to the next mission.



HERO DREAD POWER—THE QUEEN PEDE

You are only the sixth Wee Person to visit the Valley of the Centipede, the area at the very heart of Evil. None but the centipede heroes have ever ventured into this cradle of filth. It is home to the Queen Centipede, a being more savage and relentless than any you have encountered. Extreme perseverance is necessary to triumph over the Queen, as each of her segments must be destroyed individually. Only you can live up to the glory of the previous centipede heroes and keep our people safe from the centipedes for another hundred years.

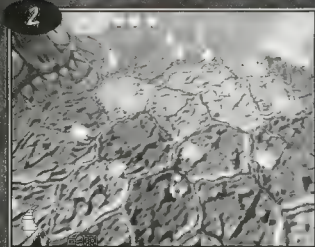
Objective

- Kill the Queen Pede

Strategy for Victory



This mission takes place in a single area. It is here where you must battle the last remaining insects as well as their leader—the Queen Pede.



Move forward and begin attacking the first centipede.



After killing a few centipedes, the gate on the left side will open.

Tip

Each side gate on this level opens twice, providing different power-ups at the top of the ramp each time.



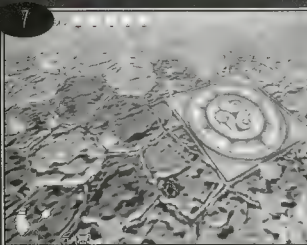
Follow the narrow path to a grate filled with shields.



When things slow down a bit, take out some of the mushrooms before finishing off a centipede and bringing another into the battle.

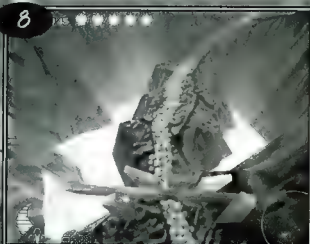


You must not only watch out for the centipedes, but also spiders, scorpions, roaches, fleas, and enforcer flies.



Some shields will appear in a grate to the left of the starting area. Grab them for some protection against the insect onslaught.

8



Keep an eye on the gate to the right side of the battle area. When it opens, go through quickly before it closes again.

9



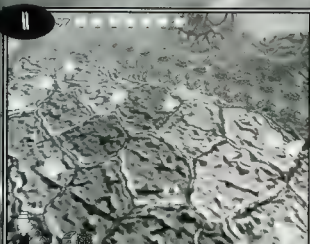
Follow the narrow path until you find a crate. Inside are some shields as well as extra lives.

10



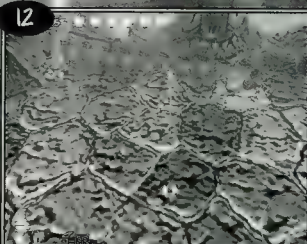
Additional extra lives also appear to the right of the starting area.

11



When you have defeated all of the small centipedes, the Queen Pede will appear.

12



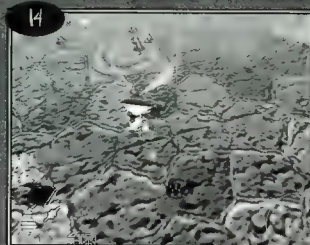
She has extremely dense armor, so your shots will do no damage to her.

13



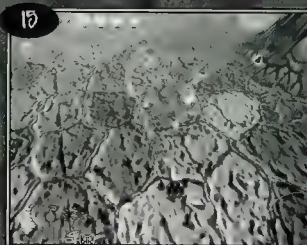
Shoot at the rearmost section of the Queen Pede. This will cause the rear section to drop off and spawn a small centipede.

14



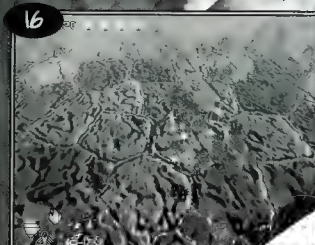
You must also be aware of other insects buzzing around, such as the enforcer fly.

15



Keep hitting the Queen Pede in the rear section and killing the spawned centipedes until they are all gone. If you die, you must start over with the fully restored Queen Pede.

16

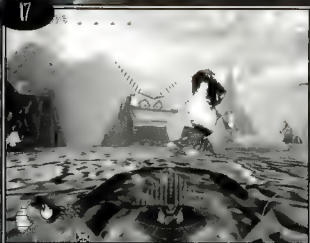


Power-ups work really well against the centipedes, especially if you can get in close.

Tip

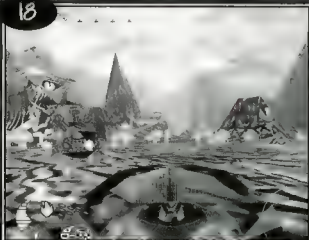
The Queen is invincible until the spawned regular centipede is destroyed. Also, the Queen flashes colors during this time.

17



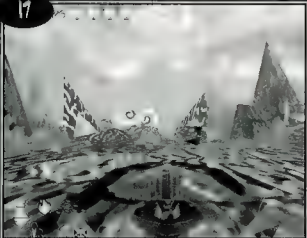
Every so often, the Queen Pede will rear up and fire projectiles from its mouth.

18



The best strategy against this is to stop the shooter, so the Queen Pede's projectiles will come in a straight stream. Then at the last second, slide to one side and wait again to repeat the process.

17



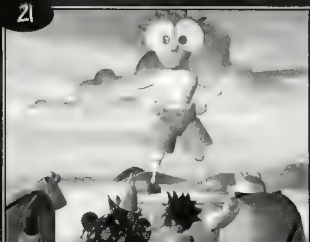
Once you have killed off all but two of the Queen Pede's segments, the Queen will die. And the remainder of her body will turn to stone.

20



When the Queen Pede is dead, the centipede heroes of the past will appear to you.

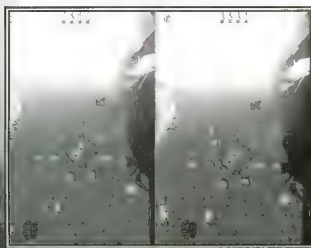
21



The grateful Wee People will unveil a statue of the latest centipede hero—You!

WORKING WITH OTHER HEROES

THE TWO-PLAYER GAME

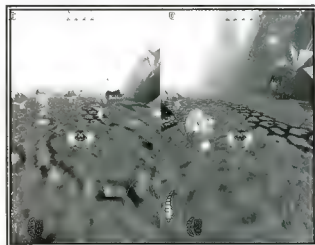


Double your fun by playing with another human hero.

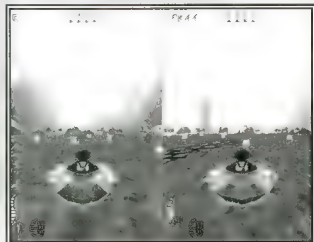
While you can have a lot of fun playing the single adventure game, you can double the fun with the Two-Player game. PC players can connect over the Internet against other players. Or they can split the screen and play against another person by sharing the keyboard or using other controllers.

Play takes place in the Adventure world beginning in Weedom with Mission 1. As each mission is completed, both players advance to the next mission. While players cannot shoot and kill each other, they are competing for score, as well as for power-ups. At the end of the mission,

extra lives and points are awarded to *both* players for the total number of Wee People rescued. Other mission objectives are rewarded as well.



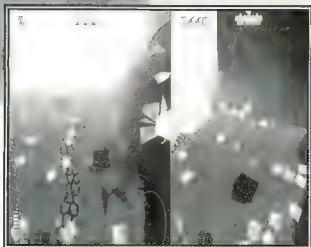
You can still change the perspective of the game from "look down" to "over the shoulder" view.



When playing in split-screen mode, the view for each player is narrower. Therefore, you must rely on your radar scope for warnings of bugs coming at you from the sides.

COOPERATIONAL GAMES

While both players are competing for score, it is a good idea to work together, especially in the more difficult missions. While the heroes now have twice the firepower, the individual levels remain the same. No extra bugs have been added. A good strategy for cooperation is to divide up the battle area. For example, while one player covers the right side, the other covers the left.



While one player goes after the centipede, the other stays back and watches for spiders and other bugs.



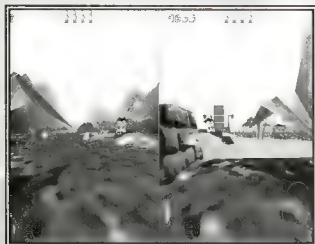
It doesn't matter which player rescues the Wee People for the bonus points. Both players will get an extra life at the end of the mission if all people and structures have been saved.

mean you still can't kill him or her. When you run into the other player's shooter, you will nudge it a bit. If you can nudge it over a cliff into water, other liquid, or even open space, your opponent will lose a life. Even if you don't want to kill the shooter, you can nudge it down to a lower level and away from power-ups or other prizes. However, if you decide to play this way, it can get pretty brutal. Ask yourself one question, "Do you feel lucky?" You decide.

Another strategy has one player take out the centipedes while the other kills spiders and other insects, which attack from the sides and rear. Take turns to give each player a chance at the different responsibilities. In Cooperative games, you should also distribute power-ups accordingly. The centipede killer should get the laser power-ups. And the covering player should be given rockets, and other surface-to-air weapons, for use against flying bugs. Both players can busy themselves by rescuing Wee People who appear in their assigned areas.

ADVERSARIAL GAMES

Are you in the mood to prove who is the better centipede hero? Then forget about the other player, and try to score as many points as possible for yourself and grab all of the power-ups before your opponent can. As mentioned earlier, you cannot shoot your opponent. However, that doesn't



Is that other player sitting by the water? With a quick nudge you can send him or her into a watery grave.

Note

The Cooperative game is quite enjoyable. It works really well when you divide the labor by task. In later missions, where you can be attacked from more than one side by the centipedes, assign different areas to each player.

THE ARCADE GAME

KILLING BUGS IN 2-D

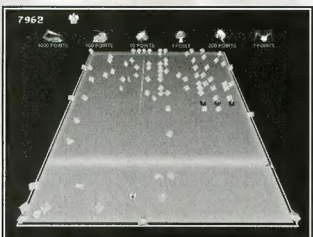
While the Adventure Game takes you through a series of three-dimensional missions in which you must kill countless giant bugs, the Arcade Game is a return to the origins of *Centipede*. This two-dimensional game takes place on a single screen where you again control a shooter and must clear a garden of centipedes as well as a few of their friends.

Unlike the shooter in the adventure game, the arcade shooter has a much more limited mobility. It can only move side to side and forward and back. You cannot rotate it at all. In addition, you cannot move the shooter past a light green baseline.

The limited area in which you can operate the shooter means you will have to develop some new tactics to deal with the centipedes. In the adventure game, it was a good idea to get in close to the enemy and let them have it at point-blank range. This improved your chances of hitting the enemy and increased the rate of fire since only one shot could be on the screen at a time. This same firing limit applies to the arcade game as well. Therefore, you must aim carefully when firing at the centipedes.



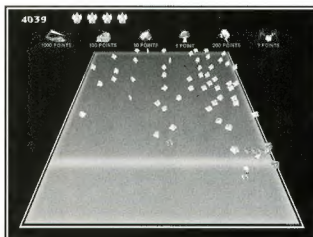
Since you cannot move past the light green baseline, you must try to engage the centipede with long range shots.



Try to kill the centipede completely before it reaches the baseline. Otherwise it can get behind your shooter and out of your firing arc.

You must also lead your target. When you fire the shooter's laser, the bolt must travel toward the target. The farther away the target, the longer it takes the bolt to reach it. However, by that time, the target will have moved and you may miss it altogether. Therefore, in order to hit the target, you must shoot at the spot where you expect the target to be when the bolt travels the distance. This is called leading the target.

It is difficult to completely kill a centipede at long range. Not only does it take good timing to make your shots hit, but the travel time of each shot is also prohibitive. Try to do as much damage as possible at long range. However, you will eventually have to duel at close range with the big, bad bugs. While this is a little easier, you don't have a lot of room in which to retreat.



It is easier to kill the centipede at close range because you do not have to lead each shot as much and your rate of fire is much quicker.

The problem comes when the centipede crosses the light green baseline. Since the shooter cannot rotate, you are in trouble if the centipede gets beside you or even behind you. If this happens, move up to the baseline and wait for the centipede to advance toward you. Once it is close to this line, quickly move down past the bug and begin firing away. This can be very tricky if the centipede has been shot up into a number of individual parts.

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THE BUGS ARE BACK!



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How to beat all bugs



All power-ups revealed

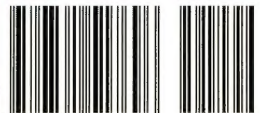


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